IronWatch

MARCH 2016 | ISSUE 43

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ABYSSAL TIDINGS

A MESSAGE FROM THE EDITOR

Greetings, and welcome back to the IRONWATCH MAGAZINE! We've got a lot of awesome tutorials and reviews for you this issue, but I'd like to take a moment to talk about Ironwatch Games.

Ironwatch has been an amazing product I've been honored to work on, and I love including all the fantastic articles fans submit. However, sometimes there's too much awesomeness for one issue to contain, and I had always hoped to find a way to present that material to you in full.

Hence, the Ironwatch Game program. With this, we're working on taking substantial fan rulesets or supplements, and polishing them up to a final finished rulebook worthy of a place on your shelf (or hard drive). With these, we will be releasing a basic ruleset, no-frills and good for quick referencing, and a deluxe version with a custom cover, art, stories, and pictures from previous Ironwatch issues, suitable for printing at-cost from Lulu.

Our first offering is The Star-Struck City, a skirmish wargame set in a ruined Mantica city recently arisen from the waves. Up next we're planning on releasing Quarantine, a spaceship combat game from Mike Tittensor using the Deadzone ruleset. Thanks for reading, and Welcome to the Watch!

-Austin

Cover art by Boris Samec
Title art by Mark Peasley

Contact us and submit articles at:
ironwatchmagazine@gmail.com

Please note that, while we here at **Ironwatch** *attempt to deliver you the best products and ideas we can, we cannot guarantee the balance of any scenarios or special rules presented herein. If you find any errors, grammar mistakes, or rule imbalances, please contact us on the Mantic Forums (Look for the discussion labeled "Ironwatch Issue X Feedback") and let us know what we could do to improve your fan-produced magazine. If you are interested in writing, illustrating, or editing for our magazine, please let us know on the feedback discussion as well so you can get in on the action!*

All models used in this publication are from the respective author's own personal collections, and any models displayed herein are not intended to challenge the status of the copyrights of their respective owners. All rights are reserved to their respective owners.

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THE IRON FORGE

Welcome back to the Iron Forge.

On display this month for you we have:

- Geoff Burbidge, with his initial coloring schemes and awesome finished products for an Unincorporated Rebs Dreadball team.
- Marcel Popik and a fantastic showcase of several amazing Deadzone Mercenaries.

Keep tuned in next month for more fantastic models, and if you have some painted Mantic minis you'd like featured to possibly become an Iron Forge artist, please email high resolution photos of your miniatures to ironwatchmagazine@gmail.com.

Please include your name and/or Mantic forum name. You can also provide descriptions of your paint jobs and titles if you'd like!

Watchtower by Paul Scott

Orc Ax Regiment by Darren Lysenko

GEOFF BURBIDGE

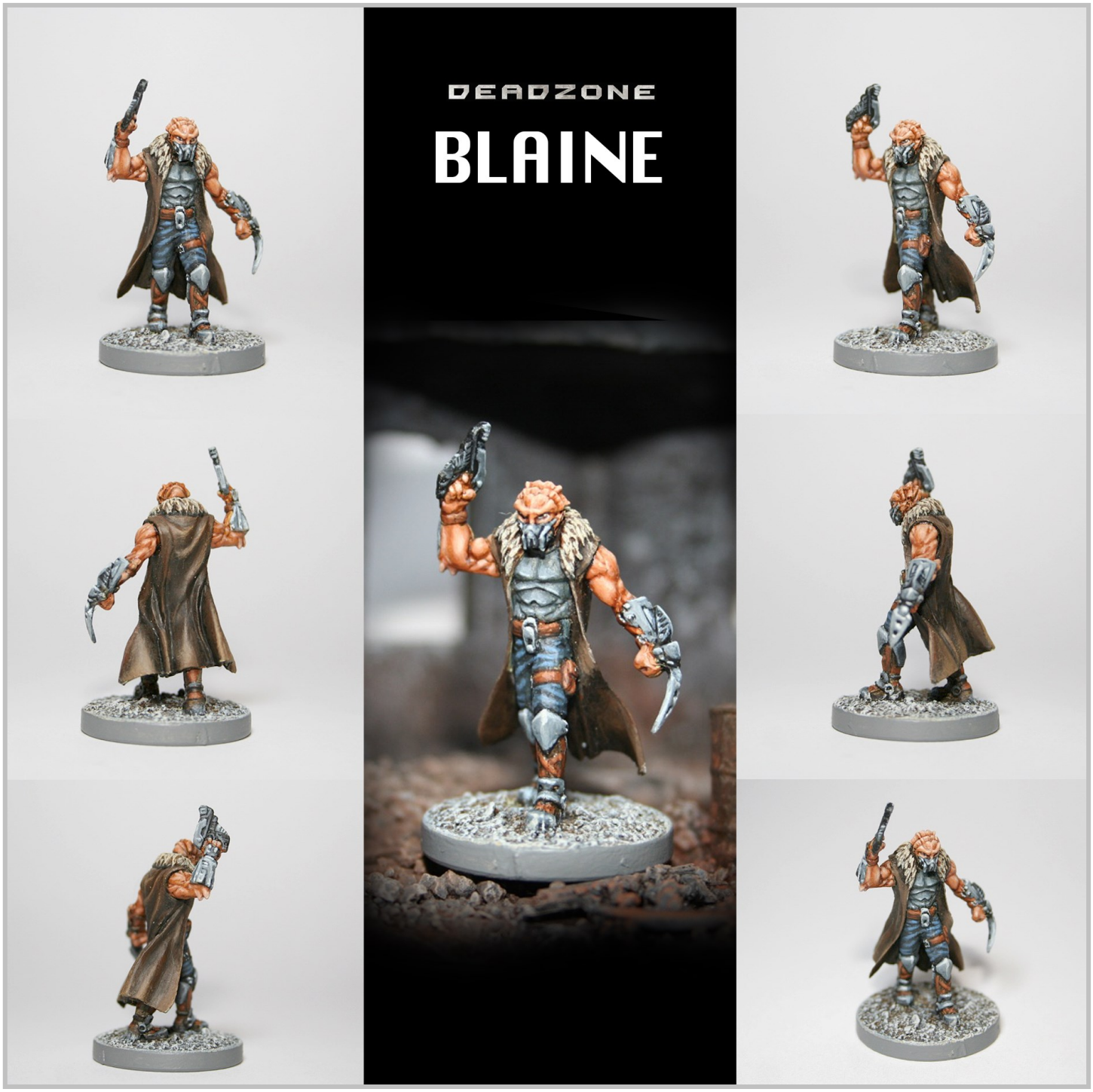
GEOFF BURBIDGE

GEOFF BURBIDGE

GEOFF BURBIDGE

GEOFF BURBIDGE

MARCEL POPIK



MARCEL POPIK

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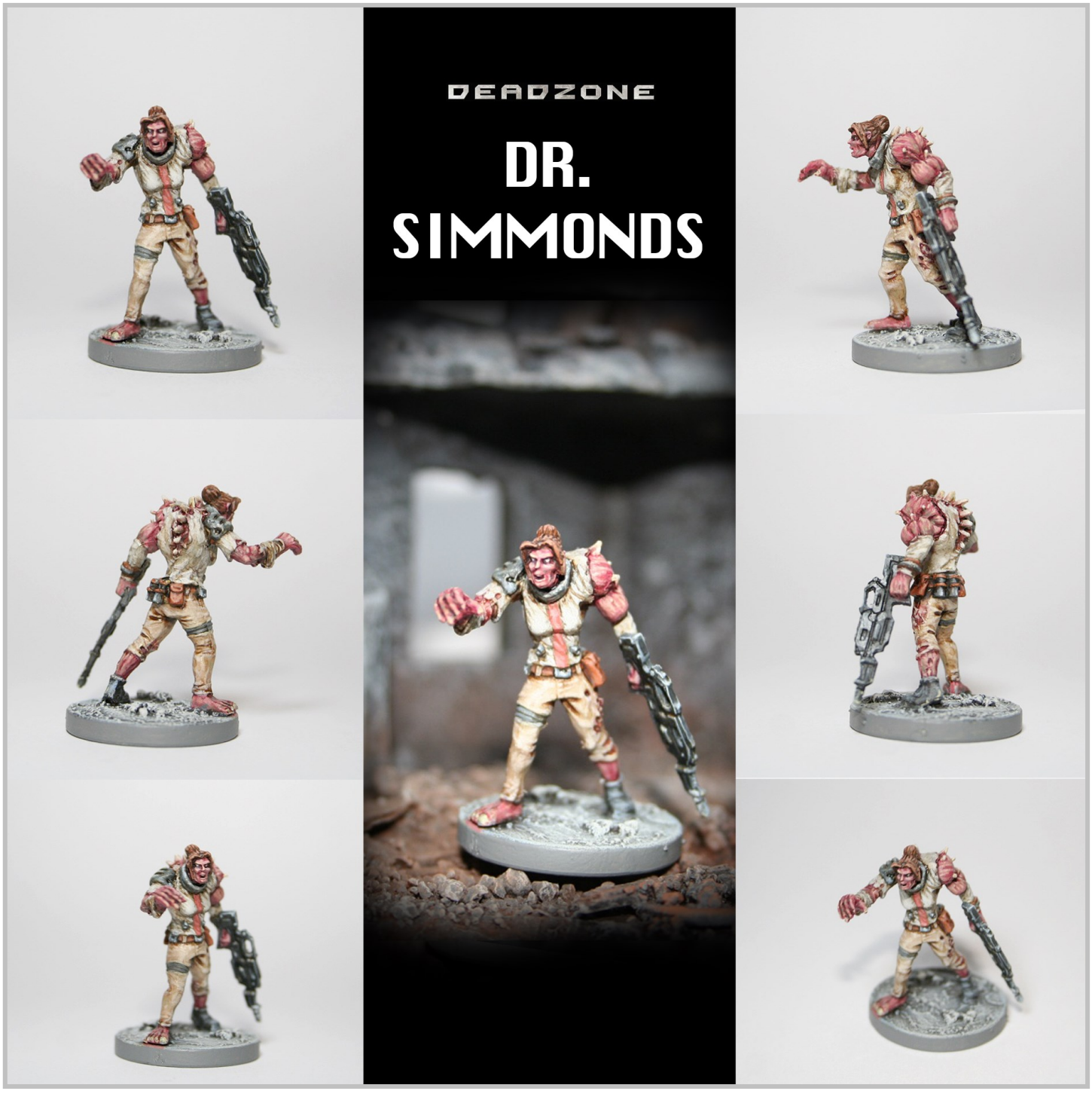


Undead Revenant Horde by George Adsett-Knutsen

MANTIC CALENDAR

If you have Mantic-related events or tournaments you'd like to add, please PM Matt Gilbert or Austin Peasley on the forums or **email us** with your event's date, time, location, cost, a brief description, and a URL for more information.

Please note that this list is not exhaustive and indicates where Mantic games are being enjoyed, and not necessarily where Mantic will be making an official appearance (Save for the Mantic HQ, of course!).

March

3/4 **OH Con**
From 9:30 AM on 3/4/16 to 5:00 PM on 3/6/16
Registration is $15-$50, depending on the events you want to enter.
Park Inn (by Radison) 101 North Summit Street, Toledo OH 43604

3/5 **Kings of War Demo Day in Ciudad Real (Castilla-La Mancha)**
From 8:00 AM to 8:00 PM
Zona 84, Calle Calatrava, 24, 13003 Ciudad Real, Cdad. Real, España

3/18 [Manticon]
From 2:00 PM on 3/18/16 to 4:00 PM on 3/20/16
Registration is $40
Kings of War Tournament, plus casual games & demos on Friday and Sunday. Don't forget a game & miniature fair (buying, selling, trading) as well as an auction.
Henry Horton State Park, 4209 Nashville Hwy, Chapel Hill, TN 37034, United States

3/19 [(Madrid) Tourneo de Kings of War (Quimera)]
From 8:00 AM to 8:00 PM
Quimera, Calle de Jorge Juan, 112, 28028 Madrid, Madrid, España

Deadzone Mercenaries by "C. M. Minis"

Mars Attacks Martians by Grant Mahoney

3/30 **Adepticon**
From 7:00 PM on 3/30/16 to 4:00 PM on 4/3/16
Registration is from $25-$100, depending on the type of Badge.
Quite simply one of the biggest events in wargaming, with tons of games, seminars, tutorials, deals, and more to see and enjoy.
Renaissance Schaumburg Convention Center Hotel, 1551 Thoreau Dr N, Schaumburg, IL 60173, United States

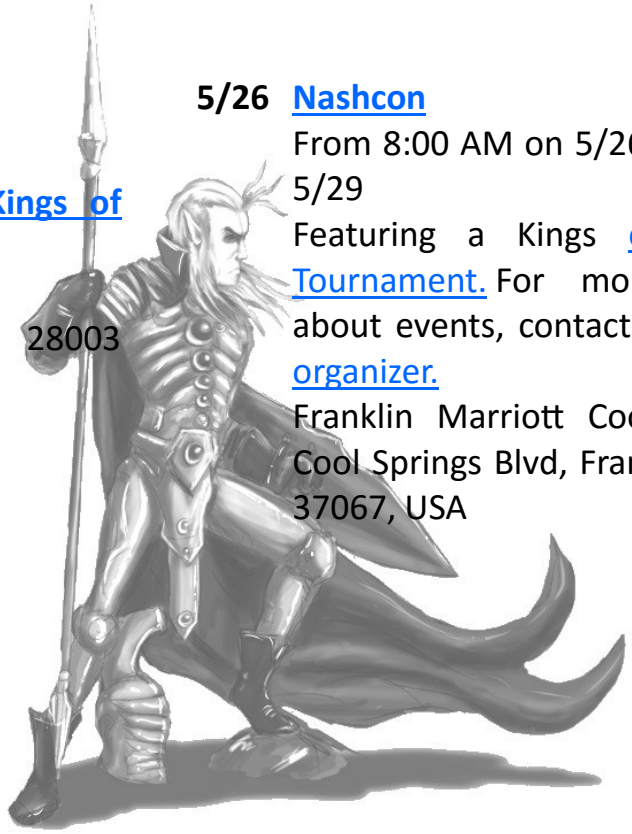
April

4/3 **(Madrid) Torneo de Kings of War (PaperChip- Getafe)**
From 8:00 AM to 8:00 PM
Papelchip S.L., C/ Dulce chacon 6, Entrada por calle Uruguay, 28907 El Bercial -Getafe-, Madrid

4/17 **(Madrid) Torneo de Kings of War (GTS)**
From 8:00 AM to 8:00 PM
GOBLINTRADER STORE, Calle Enrique Fuentes, 22, 28026 Madrid, Madrid, España

May

5/14 **(Madrid) Regional Madrid Kings of War**
From 8:00 AM to 8:00 PM
Calle Marqués de Lema, 7, 28003 Madrid, Spain



5/26 **Nashcon**
From 8:00 AM on 5/26 to 8:00 PM on 5/29
Featuring a Kings of War Grand Tournament. For more information about events, contact the convention organizer.
Franklin Marriott Cool Springs, 700 Cool Springs Blvd, Franklin, Tennessee 37067, USA

Undead Skeleton Regiment by Jim Kew

The Star-Struck City

We're proud to announce the first Ironwatch Game: The Star-Struck City!

The Star-Struck City sets players in the sunken ruins of Casa-Omnicidi, a Primavantor city of incredible wealth recently risen from the seabed. Treasure and danger alike await your warbands, as they travel through the waterlogged city in search of the shards of the meteor that struck down the once-mighty port city and drove it beneath the waves.

Star-Struck City is a skirmish game, designed around playing with small warbands of 5-15 models on a 4' x 4' table loaded with terrain. Warband members advance, gaining new skills, equipment, and injuries as they survive the rigors of battle in this deadly locale. Climb up buildings and run between rooftops, leap down to ambush enemies from above, hire war machines and epic heroes from the Kings of War armies, and build your warband's reputation as the fiercest and toughest fighters in all of Mantica.

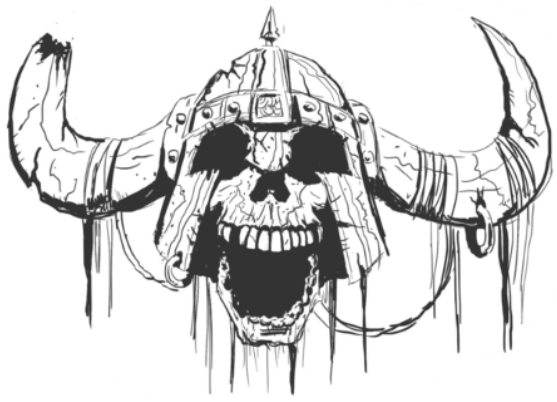
The rules are based heavily on Kings of War, so players of the full-size wargame should feel right at home. It's heavily inspired by other skirmish games such as Mordheim, but with the ease-of-play the Kings of War rules provide so gameplay is quick and decisive.

What we've posted so far is the basic rules; Behind the scenes, we're working on a "deluxe"/full version complete with stories from Ironwatch issues, pictures, and art such these custom interior pieces from artist Boris Samec.

The deluxe version will also be available for free, and we'll be putting up the deluxe version for printing off of Lulu at-cost if you would like a hard copy as well.

As the surviving veterans of The Star-Struck City have said: Casa-Omicidi now only offers riches or death. What will you find?

Come get the Basic Rules for Star-Struck City here!



CONSTRUCTING A UNIT BASE OF IRONWATCH RIFLES

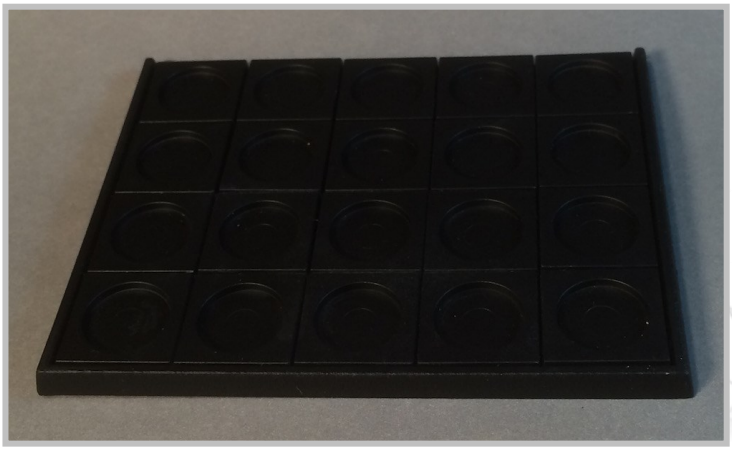
By Peter Grouse

I've been building and painting miniatures from just about every genre and scale for decades. At the end of the day, however, fantasy is always nearest and dearest to my heart. After reading The Hobbit in sixth grade, dwarfs became my favorite race. I have collected and painted them from the time I picked up my first Heritage and Grenadier adventurers. Once I discovered wargaming in college, my collection grew exponentially. It's no surprise that I fell for Kings of War in big way.

A few games of Mantic's Kings of War and it becomes clear that big blocks of troops are very helpful (Okay, essential!) in army building. While I have many years worth of

crossbow armed dwarfs to draw upon I was actually a little lacking (only twenty painted figures) in rifle armed soldiers.

I picked up a Regiment of Ironwatch dwarf minis from Mantic Games to fill gaps because they are such a great deal for the price and tough looking little guys to boot. This set can be assembled as being armed with crossbows or rifles and even comes with great weapons and beer mugs for customization. I have plenty of individually based minis from decades of other war games as well as role playing games so when I decided to focus my energies on Kings of War it made sense to build mass unit bases instead.



I began with the easy part, prepping the base. I had to decide whether these would be fielded as a single regiment (20 strong) or as two troops (10 strong). Since I want to eventually build this into a horde (40 strong) it made the most sense to go with the larger regiment size. Once this is done I'd like to build another just like it so I can run two regiments or one horde.

I took the twenty bases that came with the unit, cleaned all the edges, then superglued them onto a regiment sized movement tray. I would be gluing on the soldiers in rows as I completed painting them. I primed it black as I like black edges on my individual figures,

almost like a tiny picture frame.

As the kit doesn't come with a set of command figures, just twenty dwarfs with rifles or crossbows, I took three of my unpainted Mantic dwarfs and assembled them as leader, musician, and standard bearer. Though they serve no purpose in the rules anymore it's just that units look so much cooler with a command crew in front.

One of the benefits of this set of minis is the extra pieces Mantic includes. It is obvious that no matter what weapon one chooses to arm the unit with there will be a bunch of leftovers of the other so Mantic includes a rifle stock piece allowing one to assemble extra crossbows or rifles. I made a rifle to attach to the musician's back and help tie him to the unit.

I should probably add a rifle to the standard bearer as well, now that I think about it...

I don't worry about assembling every member of the unit right away, preferring to prime them in groups of to six with other

figures, as I really want to get to the painting stage and I'll assemble the unit in rows anyway. Since I plan to combine two of regiments to make a horde I decided to go ahead and make it twenty strong rather than leaving gaps for terrain or wound markers. Shoulder to shoulder, they will be a solid block of firepower.

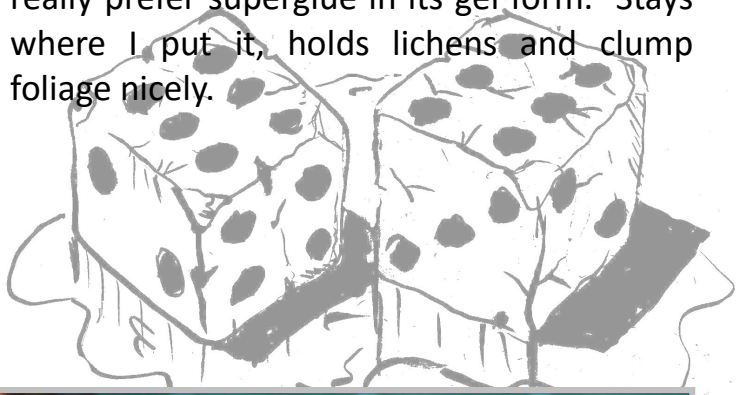
Once the painting was finished on the front rank figures I glued them onto the unit base using super glue gel. When that had time to dry I flocked all around their feet and up to the holes for the next rank. The second rank got a little flocking glued into their individual bases before being glued behind the first so I didn't have to struggle getting a brush between the painted miniatures.

After I got the last row glued in place, again, I let it dry before going near it with paint and flocking. I've destroyed more than one paint brush forgetting to do this when impatient.

The flock I use on my dwarf (and undead) miniatures is a mixture of Woodland Scenics earth tones, model railroad ballast, as well as charcoal from water filters.

I like a mix of colors and textures as it looks more natural to me especially when combined with plants.

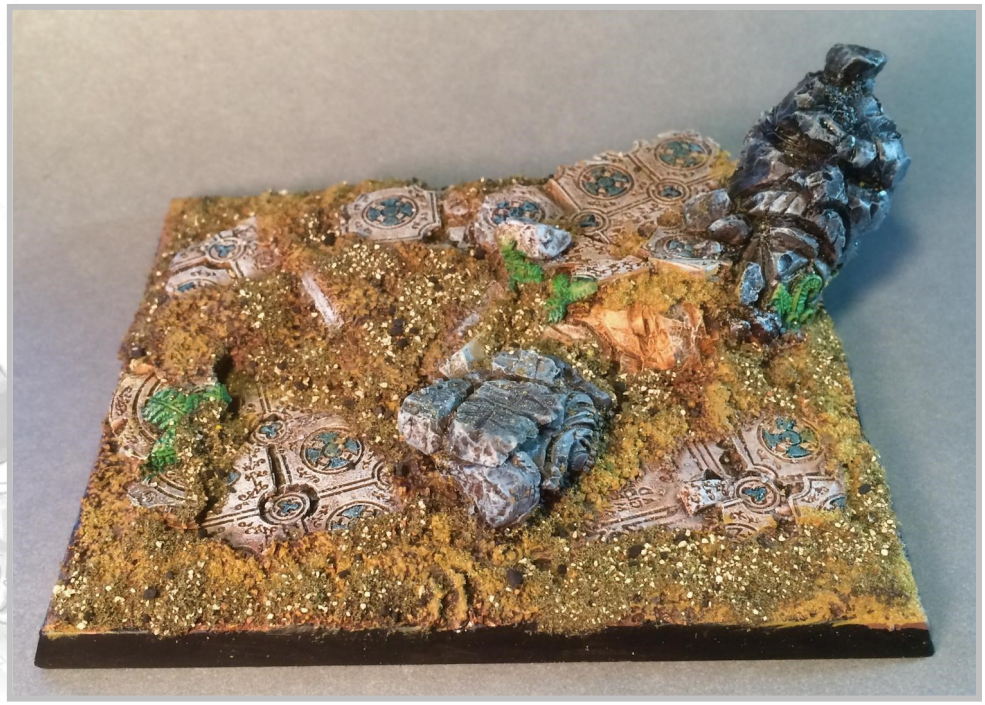
Once this has had time to dry I like to add tufts of grass and brush to give the unit a sense of environment. It's one of the real benefits of building unit bases, the space to really add flavor and narrative. It may all get back to all the model railroading in my youth but I'm only guessing. This is another place I really prefer superglue in its gel form. Stays where I put it, holds lichens and clump foliage nicely.



So a Regiment of Ironwatch Rifles has finished training and is ready to join my ever-growing force. While I would like to build another to match (and form a Horde) I often use fewer figures than the unit represents in order to leave room for narrative details.

Here is one of my completed bases below, just waiting for soldiers to be glued in place.

Many of my units have ruins or Dwarf ancestor sculptures because I want them to look like they are on the edge of the Dwarven realm. It also visually ties the units together which is helpful considering I have such a mix of manufacturers in my collection.



Another very nice fringe benefit to unit basing is how quickly both set-up and clean-up go. It is so much faster than removing and replacing each individual miniature in the Army Transport case. Now that my gun line has been reinforced it's time to get back to working on that regiment of Berserkers that has been on my table for a month.

Alright, Lads! Let's show them how devastating a wall of firepower can be!▪

Dwarf Hero by Jose Manuel Chasco Gonzalez

HOW-TO TERRAIN: BUILDINGS

By Rob Phaneuf

Introduction

Last month we kicked off the new monthly series in which I share my thoughts and basic instruction for constructing the various pieces of terrain required to play a proper game of Kings of War. Thanks to all of you for the strong response and kind words for the tutorial on creating a forest. This time we tackle another key type of terrain for Kings of War, Blocking Terrain. And there is no better Blocking terrain than a building!

Buildings

In this second installment, I am going to tackle one of the most visually stunning pieces you can make for your gaming table, a building. In Kings of War 2nd edition, buildings are defined as Blocking Terrain. As such, units cannot engage the building, other than pivoting, and have to move around them. This means that buildings can significantly affect the way two armies engage each other on the table.

A building in the middle of a table really can break up a killing field while a building on the edge of the table will give an army natural protection for their flank. Buildings can also be significant Line of Sight blockers which can be a great reprieve when facing a gun line! Locally, we play our buildings as height 4 which even provides protection for those pesky Dragons!

One benefit of units not interacting with buildings is it frees us to concentrate on the aesthetic of the building and not be overly concerned about its playability. Over the years I've used just about every method available to create a building. One of the easiest and quickest methods is to use resin buildings.

By

A quick search on the internet will find many manufactures making great quality buildings. Here's an out-of-print example from Pardulon Models.

This building was a kit of separate resin wall, floor and roof pieces that could be assembled in many different configurations. having the inside of the building fully detailed and painted I was able to magnetize the roof to the upper story to allow me to garrison the building. The benefit of resin buildings is the can be assembled quickly, have excellent detail and relatively good durability. The one drawback is they tend to be expensive.

Another common method for creating buildings is to make them out of foam core. This is an especially useful technique for making brick or adobe buildings. I've used this technique to great effect several times over the years in making desert themed buildings. The benefits of using foam core are that it is inexpensive and it really opens up your creativity. The downside is that it can be rather time consuming and the buildings don't stand up to the wear and tear of gaming.

Finally, I wanted to mention plastic. Over the years there have been a number of plastic building kits, most notably from Games Workshop, but more recently from some of the smaller manufactures. In particular, I have grown quite fond of the Ruined Hamlet set from Warlord Games. This kit really displays why using plastic for your buildings is a great idea. It is relatively inexpensive, assembles quickly yet is very durable. Also, it is much easer to customize that a resin building.

Step One – Materials

Here is the list of materials that I used to assemble and finish my buildings. Please note that this list uses many of the same materials that we used last time to create the forest. Also, the list assumes you already have common supplies like glue and brushes. Feel free to substitute to whatever brands you prefer or materials you already have on hand.

- Ruined Hamlets – 2 Sets from Warlord Games
- ¼" Medium Density Fiberboard - I prefer to buy this as a 2' x 4' sheet from a big box DIY store
- Apoxie Sculpt – You can find this on Amazon, Ebay or direct from the manufacturer.
- .100 x .156 Plastic Strips – Evergreen Scale Models Item #177
- Small Grey Bricks – Pegasus Hobbies Item #5198
- Sand - My preference is builder sand as it is coarser and will include small pebbles
- Ballast – Woodland Scenics makes a wide array of sizes and textures.
- Grey Primer
- Dark Grey, Grey and White Craft Paint
- Raw Umber Paint
- Raw Sienna Paint
- Agrax Earthshade and Athonian Camo Shade – Games Workshop

- 2mm Late Summer Static Grass
- Super Turf – Dark and Medium Green
- Grass Tufts
- Summer Flowers

Step Two – Clean and Assembly

I started by sorting out the pieces and removing the mold lines. I found a dull X-acto blade scraped along the edge was great for removing the mold lines. Next, I used Google Images to research various ways that the pieces could be assembled. I then played with the pieces until I figured out how I could build a good number of unique buildings. I assembled all the buildings together with CA glue.

Step Three – Basing

Basing, when done correctly, will give terrain a professional look and tie individual pieces of terrain together into a collection that looks uniform when presented together on the table. For these buildings I used the same ¼" Medium Density Fiberboard that I used to build the forests in last month's tutorial. I have found that this material is thick enough that it will not warp when slathered in glue and paint.

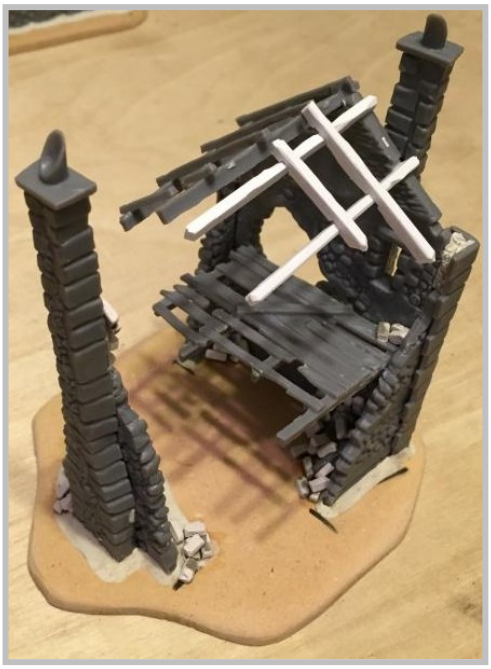
I started by making a set of base patterns out of cardboard. To keep a uniform look I maintained a consistent ½" "border" around each piece of terrain. I then cut out the cardboard patterns and took a picture to remind me of which piece went with which base and in what direction. I then traced the base patterns onto MDF and cut them out using a jigsaw. I sanded and beveled the edges with a palm sander using 220 grit sandpaper. Next I adhered the terrain to the bases using 2 part epoxy.

Next I pushed Apoxie Sculpt along the edge of where the terrain met the base. Then with a wet finger I feathered out the clay to blend the bottom of the terrain into the base. I allowed everything to dry for 24 hours.

Step Four – Customization

Not one to leave anything stock I found plastic strips that matched the size of the rafters that came in the plastic kit. I also purchased some pre-made scale bricks that were the right size to work with the buildings.

I carefully whittled down the edges of the strips with a sharp hobby knife to give the plastic strips the appearance of wood and to make them match the existing pieces. I then cut the strips to length and attached them to the assembled buildings with CA glue. This allowed me to customize each building and make each one unique. I attached the pre-made scale bricks to the buildings with CA glue to build up the rubble and heighten the sense of dilapidation.



Using two Ruined Hamlet sets I created the pieces of terrain shown above.

Step Five – Sand

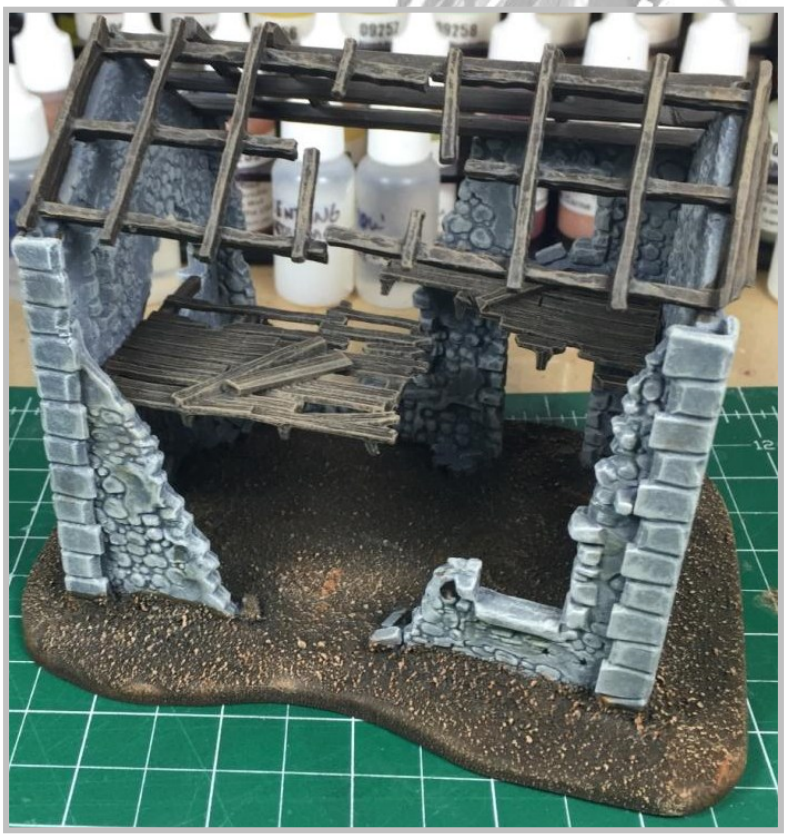
Next I covered the base with PVA glue followed by sand. I then broke up the texture by adding patches of model railroad ballast. To give it a little more character and play up the ruined feel I liberally ran the sand and ballast up the walls and into the cracks, holes and over the rubble piles.

Step Six – Paint

I started the painting process by base coating all the pieces with a coat of Grey Primer. I chose to go with Grey since all of the stonework was going to be grey. Also, the dark brown color I used for the bases covers the grey very well. Next I dry brushed the stonework with Dark Grey followed by lighter dry brush of Grey. Finally, using a very dry brush and a light touch I applied a final highlight of white. For the bases I started with a heavy basecoat of Raw Umber followed by a light dry brush of Raw Sienna across the surface of the sand to highlight the texture of the sand.

Over the years one of the best things I have learned is that stone is never a uniform color and it's very easy to make realistic stonework by using washes. For this step I used Agrax Earth Shade (Brown) and Anthonian Camo Shade (Green-Brown) from Games-Workshop but you could use whatever washes you have available. It is also easier to stick to warm earth tones but I have also successfully used reds and purples in the past.

I started by applying a "drip" of wash to the stonework letting it run down naturally into the detail. Working quickly to avoid having the wash dry out I removed the excess wash with a cotton swab. Finally, I feathered in the edge of the "stain" with a wet brush. I focused on applying the washes to large expanse of stonework and to areas that would collect water or moss. When done correctly it yields a subtle effect that gives a nice mottled stonework.



Step Seven – Texture

In this last step I applied the same textures I used for the forest as this ensures that all the pieces are consistent and look to be part of a set. I brushed on splotches of PVA glue over which I sprinkled 2mm Late Summer Static Grass. Once the glue was dry I added bushes made from dark and medium green Super Turf soaked with a mixture of 50% water and 50% PVA glue. I formed the wet Super Turf into a ball and applied it onto a patch of PVA glue. Next I added grass tufts and flowers to the base with a drop of CA Glue. Finally, after everything is completely dry I hit the whole piece with matte varnish to lock everything in and dull down any shine left from the PVA glue or washes.▪

TESTING DUNGEON SAGA
INITIATION QUESTS A AND B

By Guillaume Bertin

Today I tested the first adventure from the board game *Dungeon Saga*. In this quest, Orlaf (the Barbarian) and Rordin (the Dwarf) are alone in a long pathway. As the heroes advance, a few skeletons appear from bone tokens (Quite a good idea, since they can come again if the heroes' attacks are not strong enough).

Fights are fairly easy to follow, even if you are not familiar to dungeon crawlers in general: attacker and defender roll dice at the same time, you compare results following the chart for the necromancer and see what kind of damage you get. Even if this is quite simple, I must say it is also true that the rhythm is a bit slowed down during the first encounters. But as it goes, you end up getting used to it and rolling the dice and not really thinking for too long. After all, I am the Barbarian!

Dwarf Hero by Dave Johns

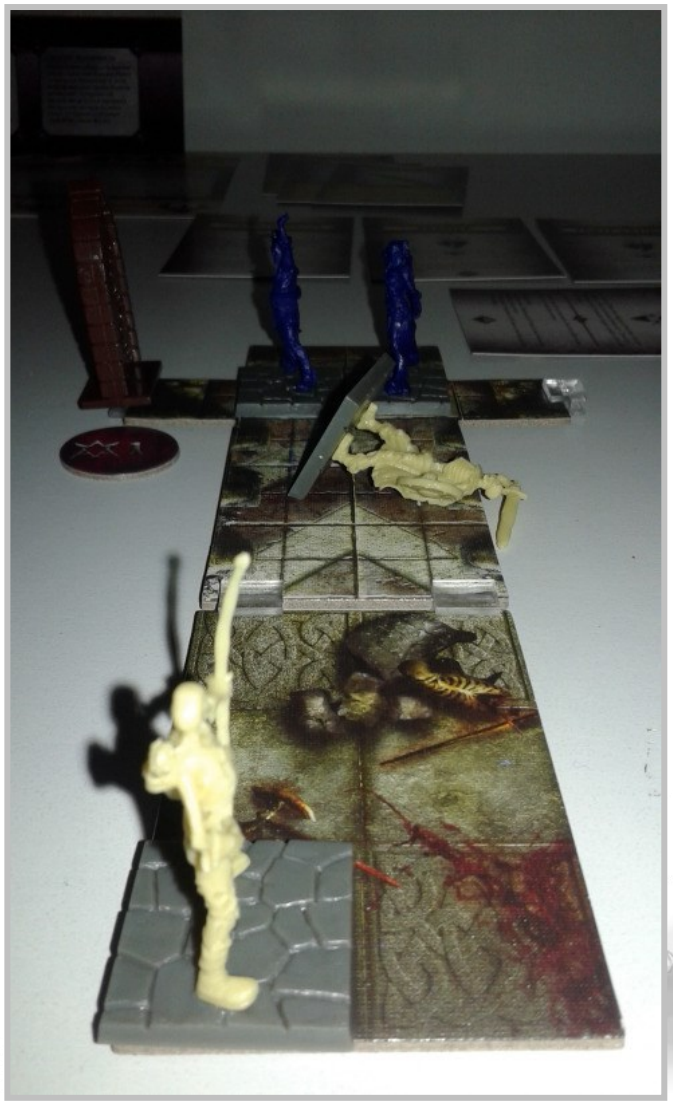
Here the skeleton is not only beaten, but it will never rise again, since the four dice rolls beat its armor!

This means the bone token that used to be on its place is not going back on the tile!

The Necromancer can raise undead from the bone tokens during his turn. They will not be able to move and attack during this turn though… The Necromancer's deck is a good idea: His turn works with "orders" you give to the troops you have on the board, as well as other actions you can have by using the cards. For the following quests, I will have to be more careful which actions are possible and which are not, since I got kind of confused...

Once at a door, you can't open it, you have to burst it open following fighting rules! Fortunately, doors don't attack you !

This first quest is an initiation, it helps you get into the fighting rules, and also gives some kind of spirit of what *Dungeon Saga* is going to be. It was a bit repetitive, I had the impression of "just" smashing bones after bones but it was fun.



Personally, if I do not get to be the Necromancer (Game Master), I do not think I will pick either of these two.

Now let's move on to the second initiation quest from *Dungeon Saga*. I found it more interesting and funnier than the first one. Using magic with Danor (the Wizard) and range attacks from Madriga (the Elf) allow more choices, maybe a little bit more tactics too, especially for the Wizard. It largely depends on each other gaming style, but I thought the options more enjoyable: Managing the spells and playing with range attacks was strategically more involving. I had the feeling I had to protect Danor, and could unleash his power!

Maybe these first quests would have been more balanced if one had been Orlaf and Danor/Madriga, then Rordin and Madriga/Danor. But it would have made the first quest a little bit more difficult for beginners.

The map was also more beautiful, several "rooms" appear every time you kick a door open. Here, no kicking was allowed, they are magic doors, and some of them can't be opened in a single turn, which allowed the Skeleton Archer to shoot Danor during the first round, inflicting two wounds!

Fortunately, Madriga is a very sharp shooter, and the Elf being a woman is great! At last, a feminine character for my RPGs!

After the Necromancer's turn, the heroes soon got surrounded by skeletons! For a second game, that was quite thrilling! It feels like *Dungeon Saga* allows some very funny games, and quite balanced once all creatures become playable.

Earth Elemental by "Azazel"

Surrounded!

That was close!

Skeletons down and testing Danor's ultimate power! I only got two major spells in this adventure, so I cast the "brazier" (The French name for the spell) with a crystal to improve its power with one dice - good idea since it only got reduced to a bone token, then he paralyzed the archer, using some geomancy on him. Madriga did the rest.

The GM eventually summoned two skeletons, but it was too late, the heroes ignored the new foes and just walked through the door, finishing this second quest!

My impressions on both games so far are very positive. The system for fights is simple enough for someone new to dungeon crawlers to understand and like the game. The heroes are quite different, you can expect the Wizard to be poor in attack (The best he can EVER do with basic stats on a single skeleton is just turn it into a bone token, which is not satisfying), but I think he needs to be played carefully with crystals to become quite a force to be reckoned with. The other characters were fun to play, I liked the Barbarian's ultimate too, very handy to trigger a tornado!

Undead Vampire Lord on Pegasus by Paul Mullis

The thing I misplayed and realized in the end of the quests concerned the reanimation of undead, I did that a bit "freely" without being sure how to trigger that as an order, but I understood after the game ended. One of the "orders" the Necromancer gives can be to animate one of these bone tokens. So I was partly right. It can be done, but if you get a card, it can speed up the game!▪

Undead Wraith by "left64"

SUPPLY BUNKER

By Peter—"Tek Thornisson"

Editor's Note: Peter has been kind enough to send us several terrain-making tutorials for the next few issues. While they don't have step-by-step written overviews, the materials are simple, and a picture (of a tutorial step) is worth a thousand words!

"I work until now only with high-density polystyrene-often colored has a smooth, tough structure.

The only special tool I use is a desktop foam cutter from Proxxon.

The other tools all modelers have at home:

- *Retractable knife*
- *Scalpel with disposable blades (for very detailed cutting)*
- *Brushes*
- *Pencil*
- *Toothpick*

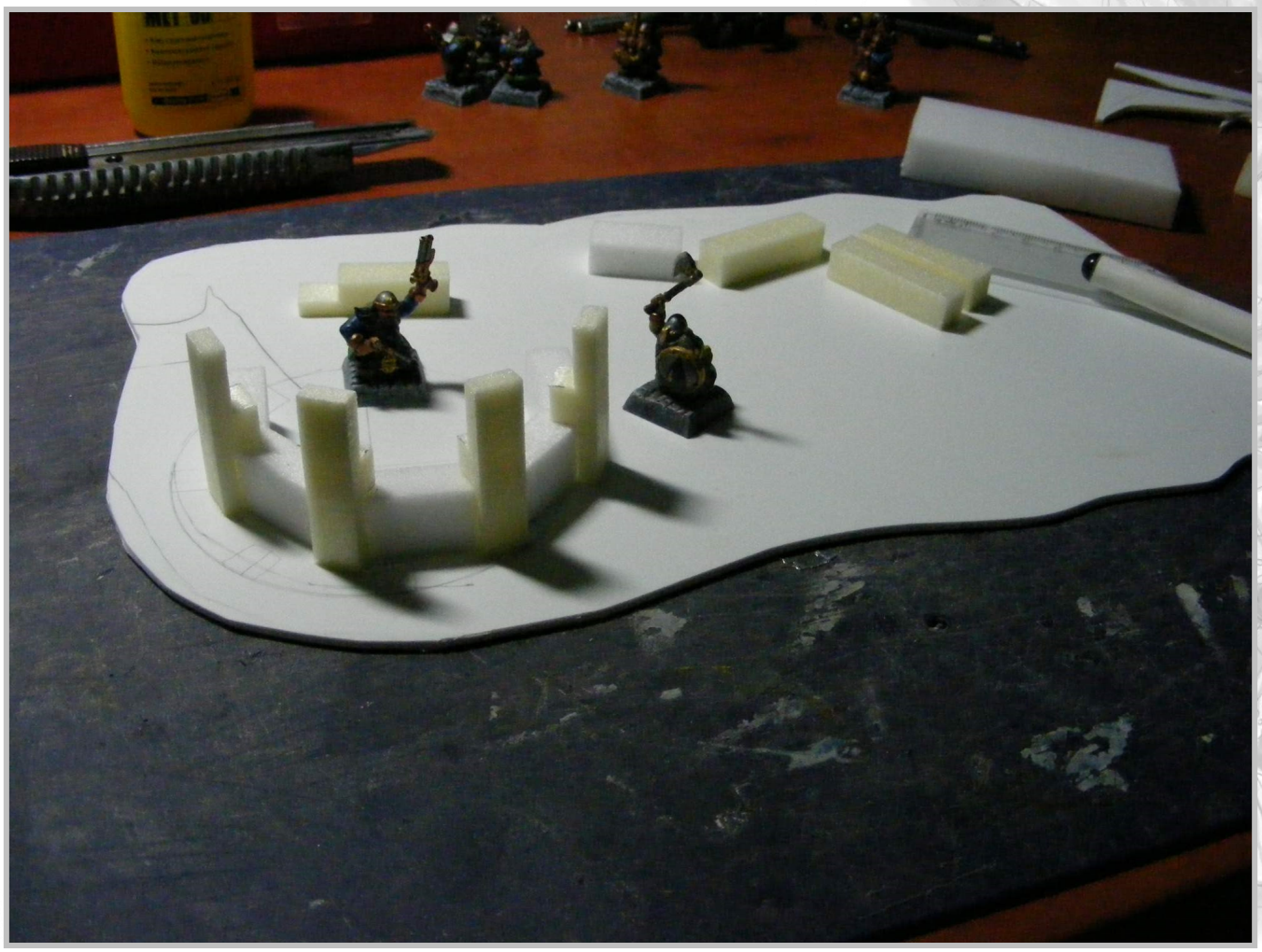
And endless imagination!"

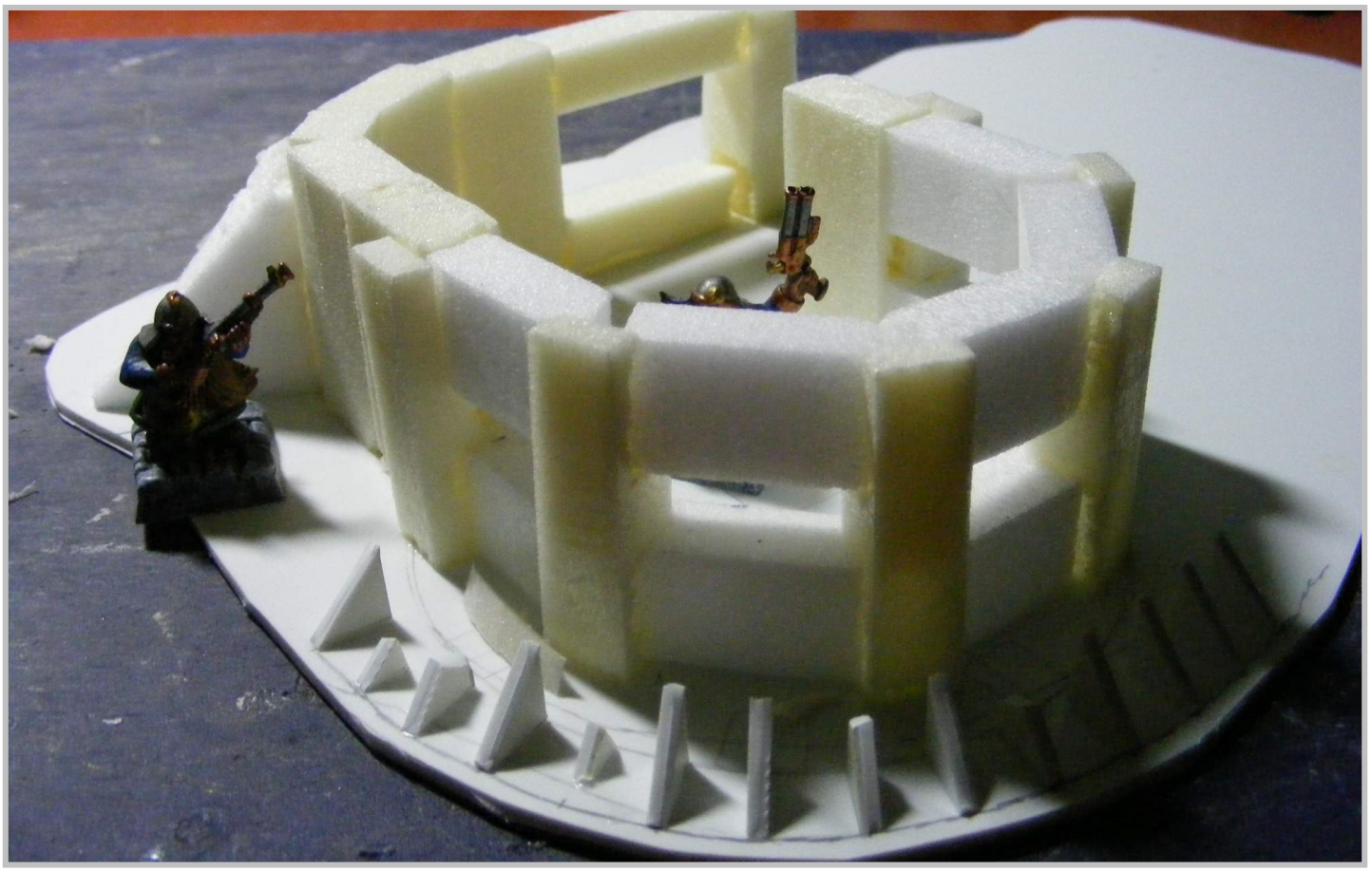
Peter's other notes for this build:

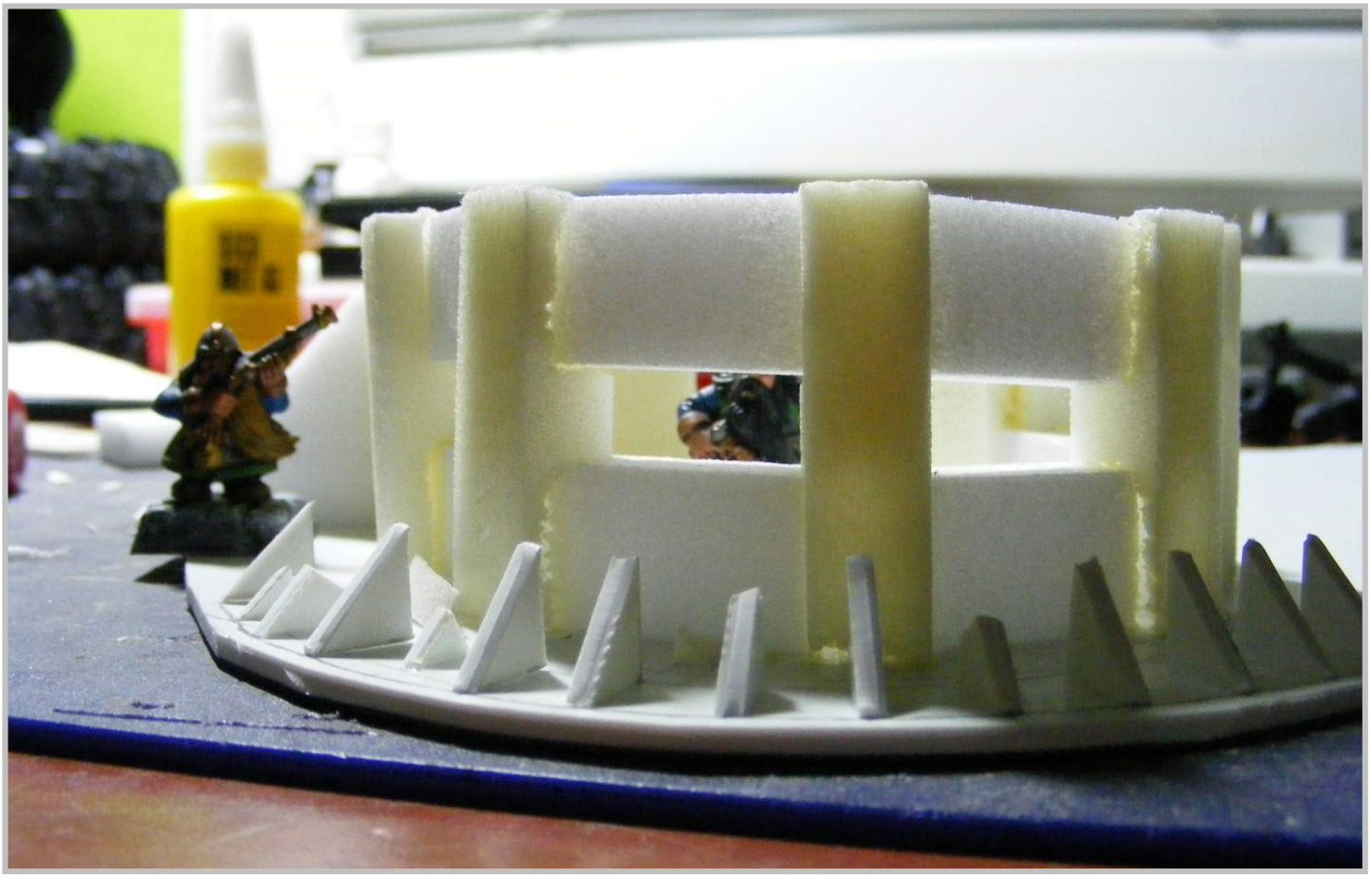
"This Warpath supply/repair bunker. was built when my Forge Fathers were in the mail.

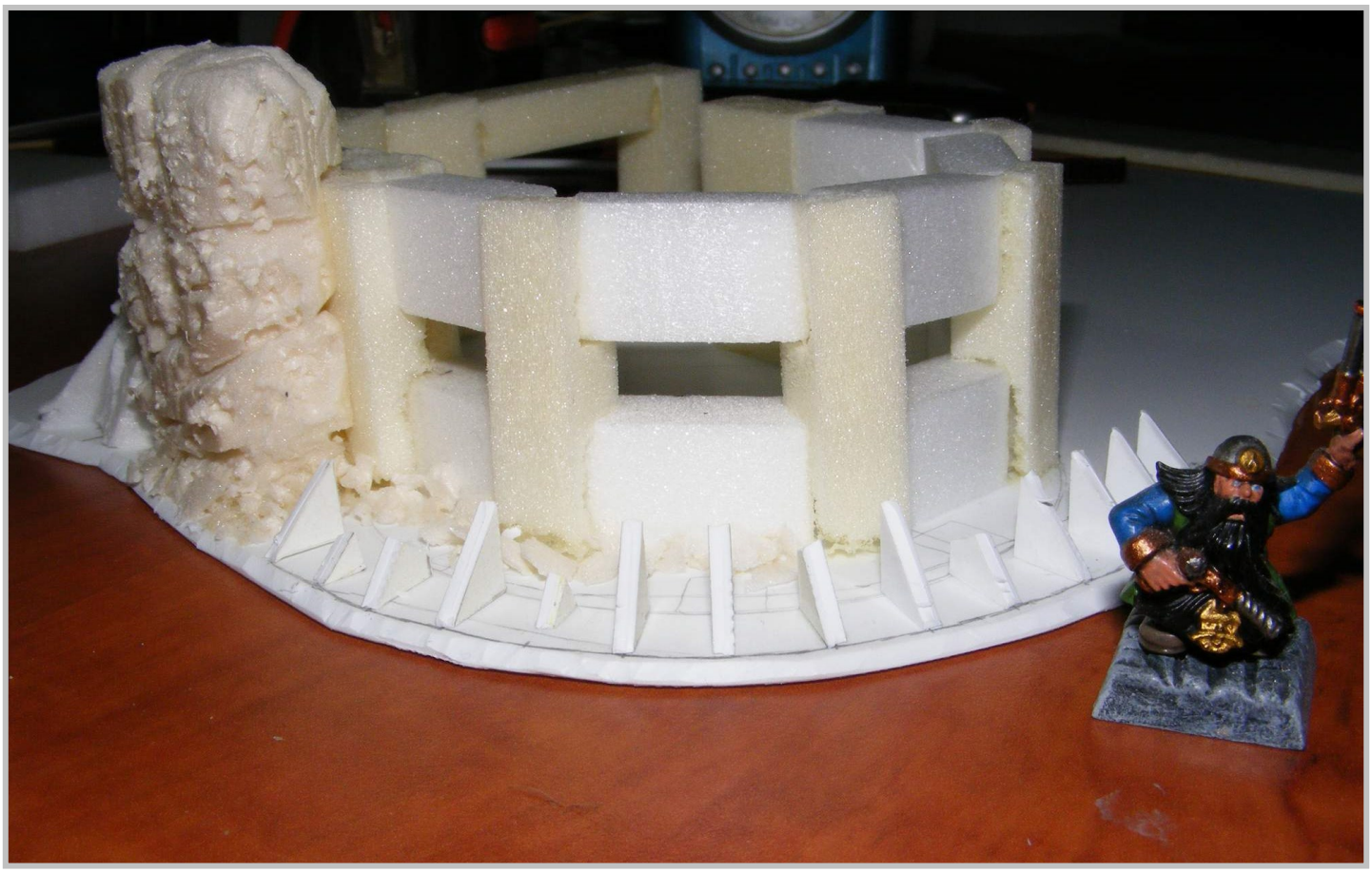
The garage indoor dimension are 12x9x9 cm, so there's no problem moving in with most vehicles.

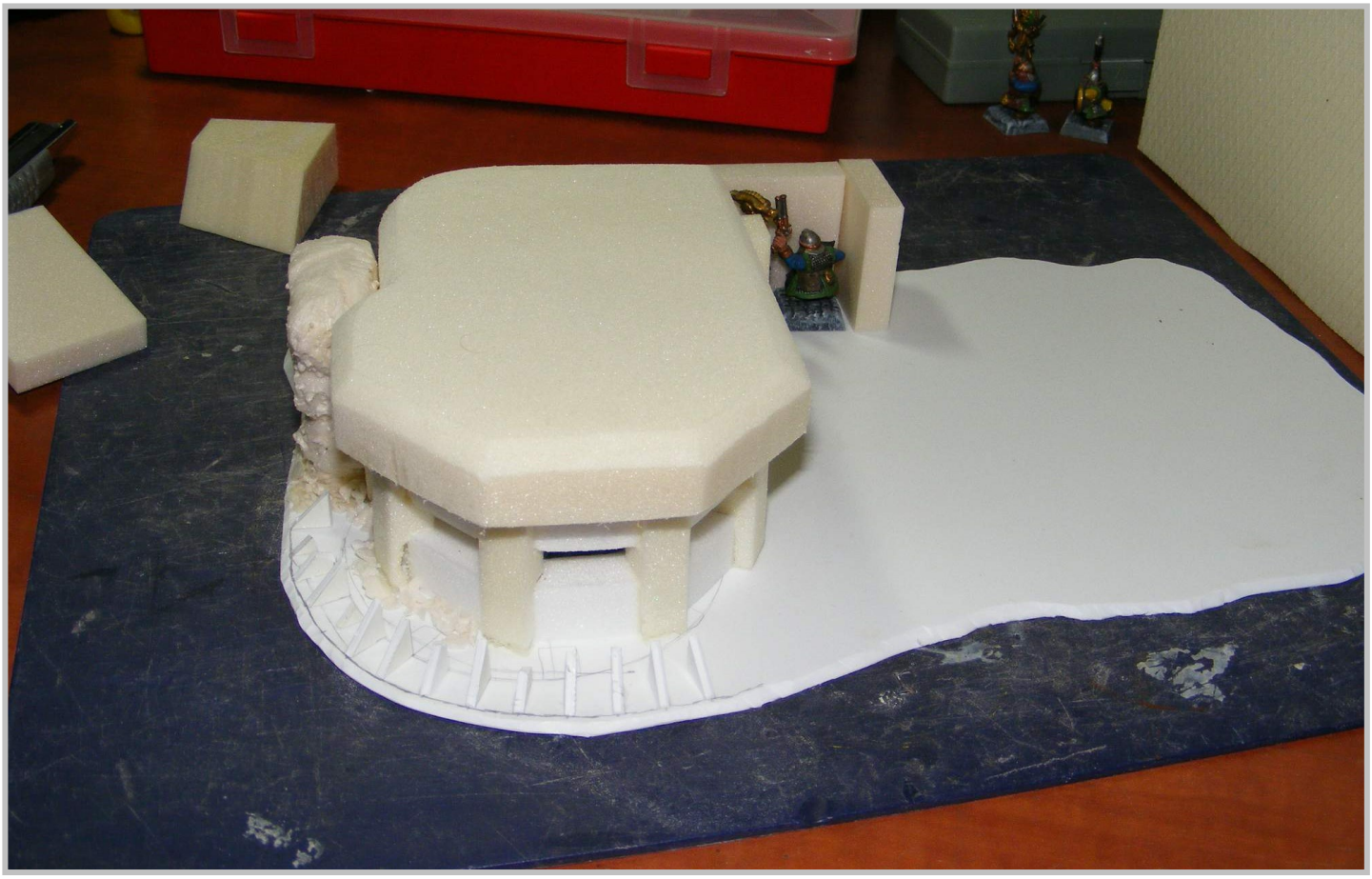
For the base I used 2mm thick plastic card. For the doors, I used a detailed plastic card 1mm thick and toothpicks."▪

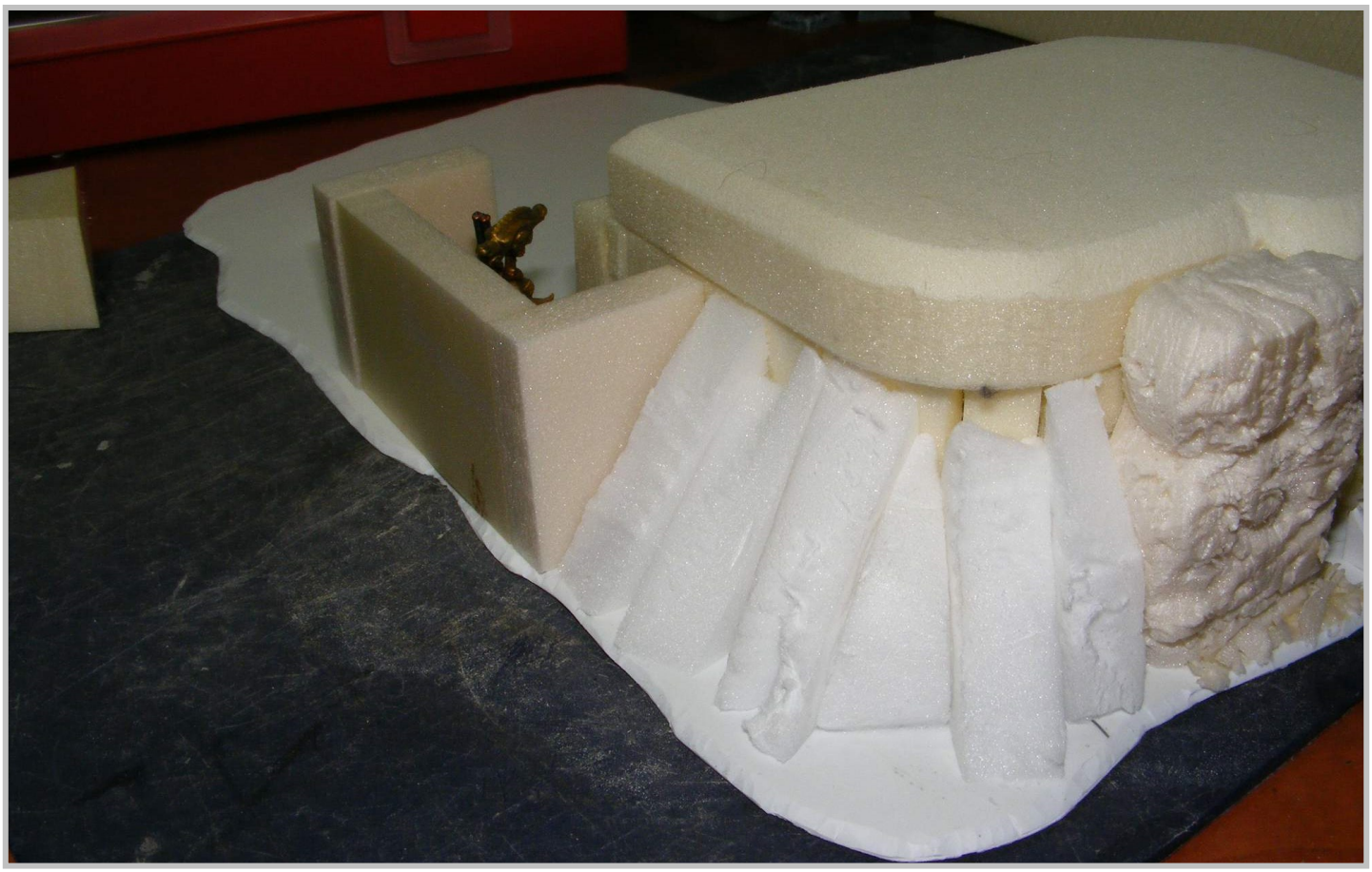


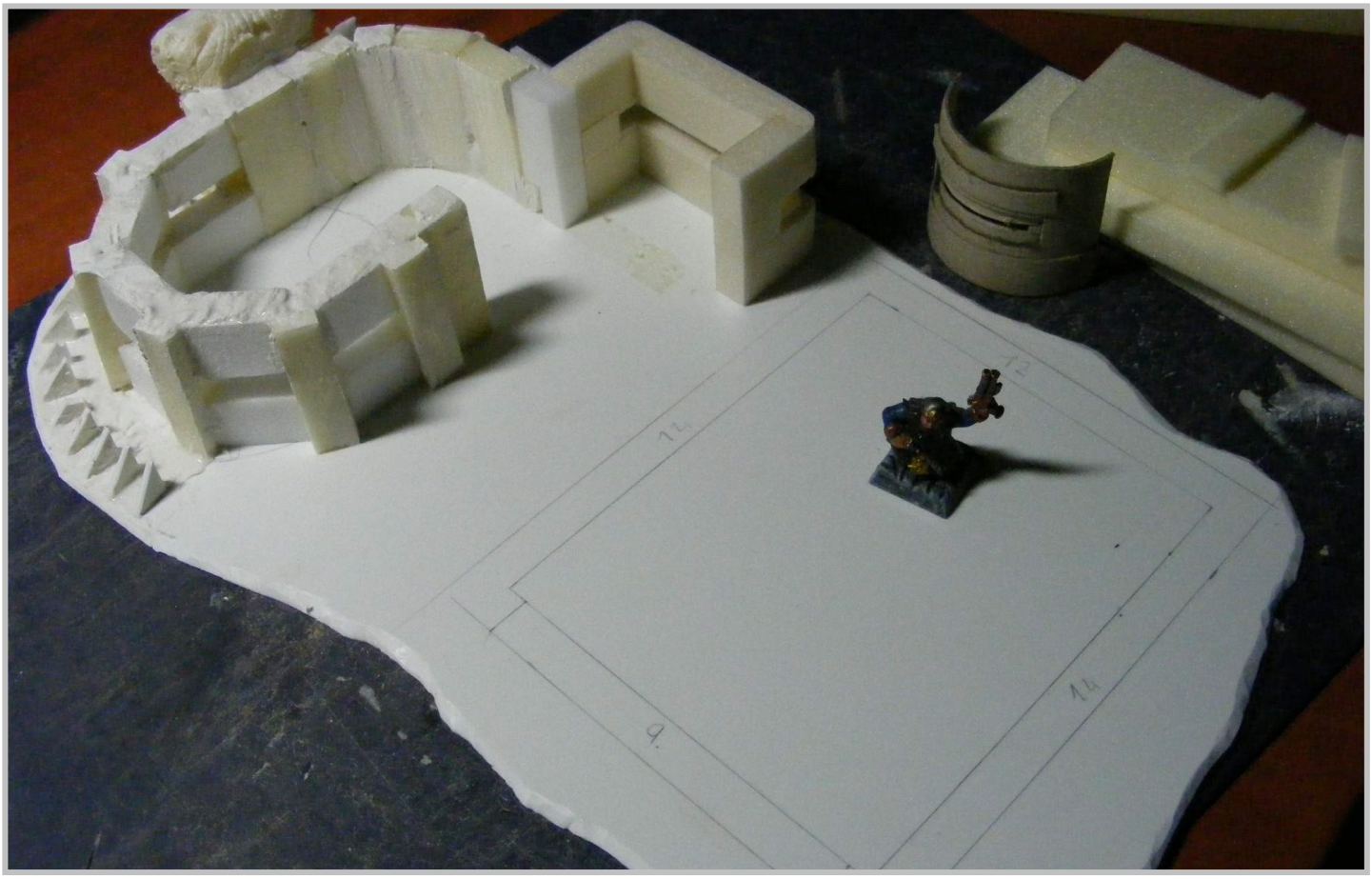


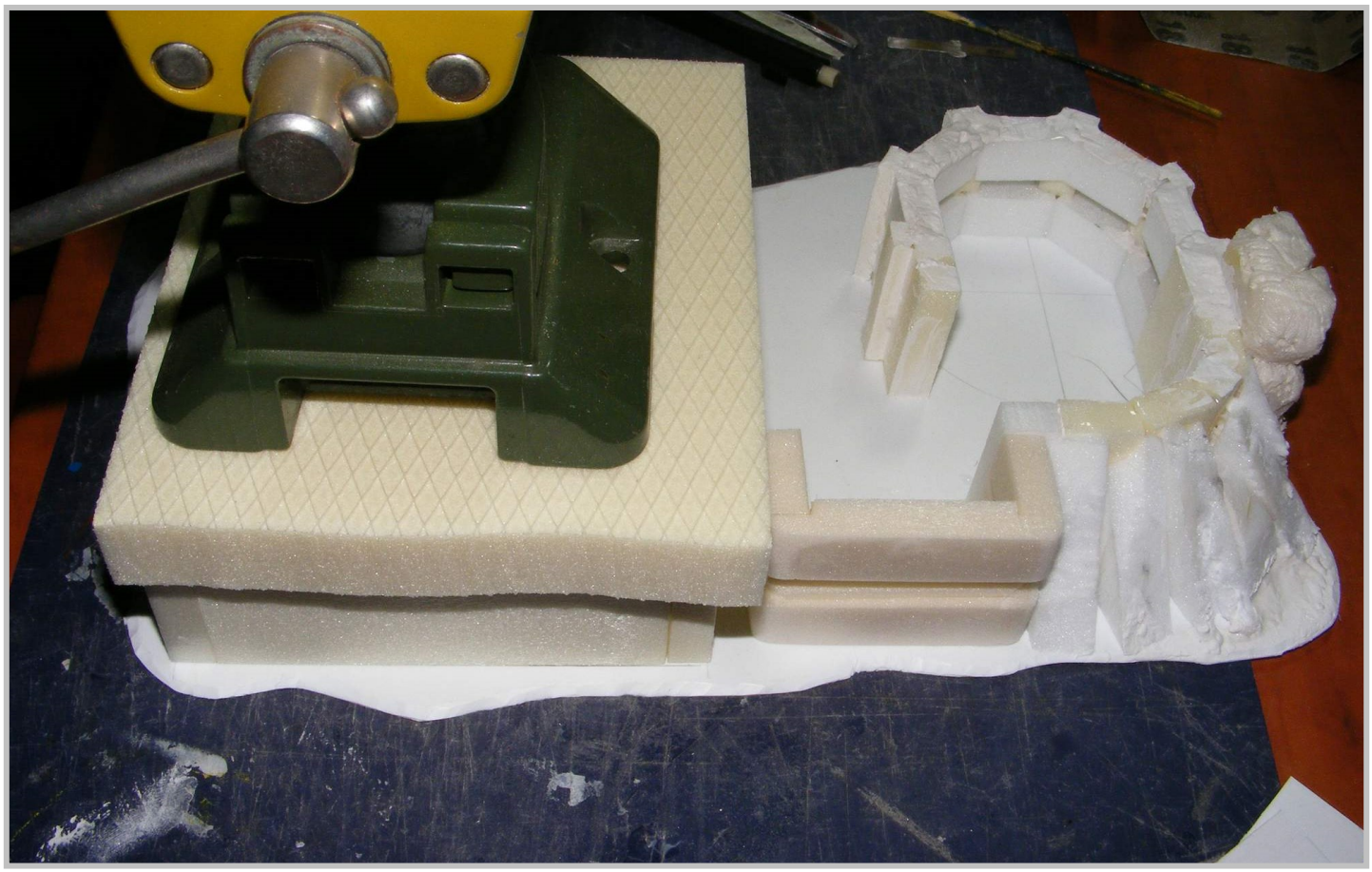


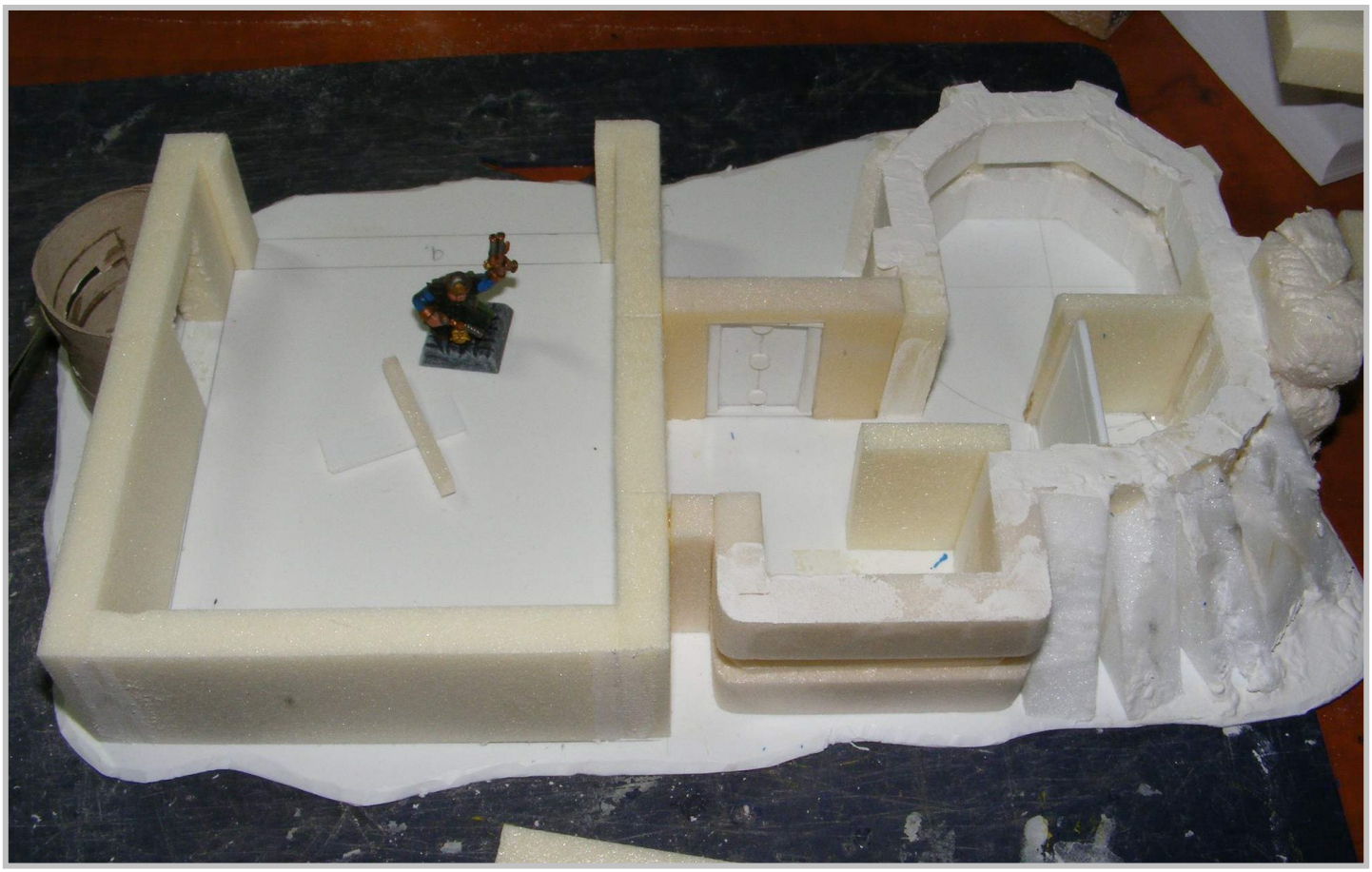


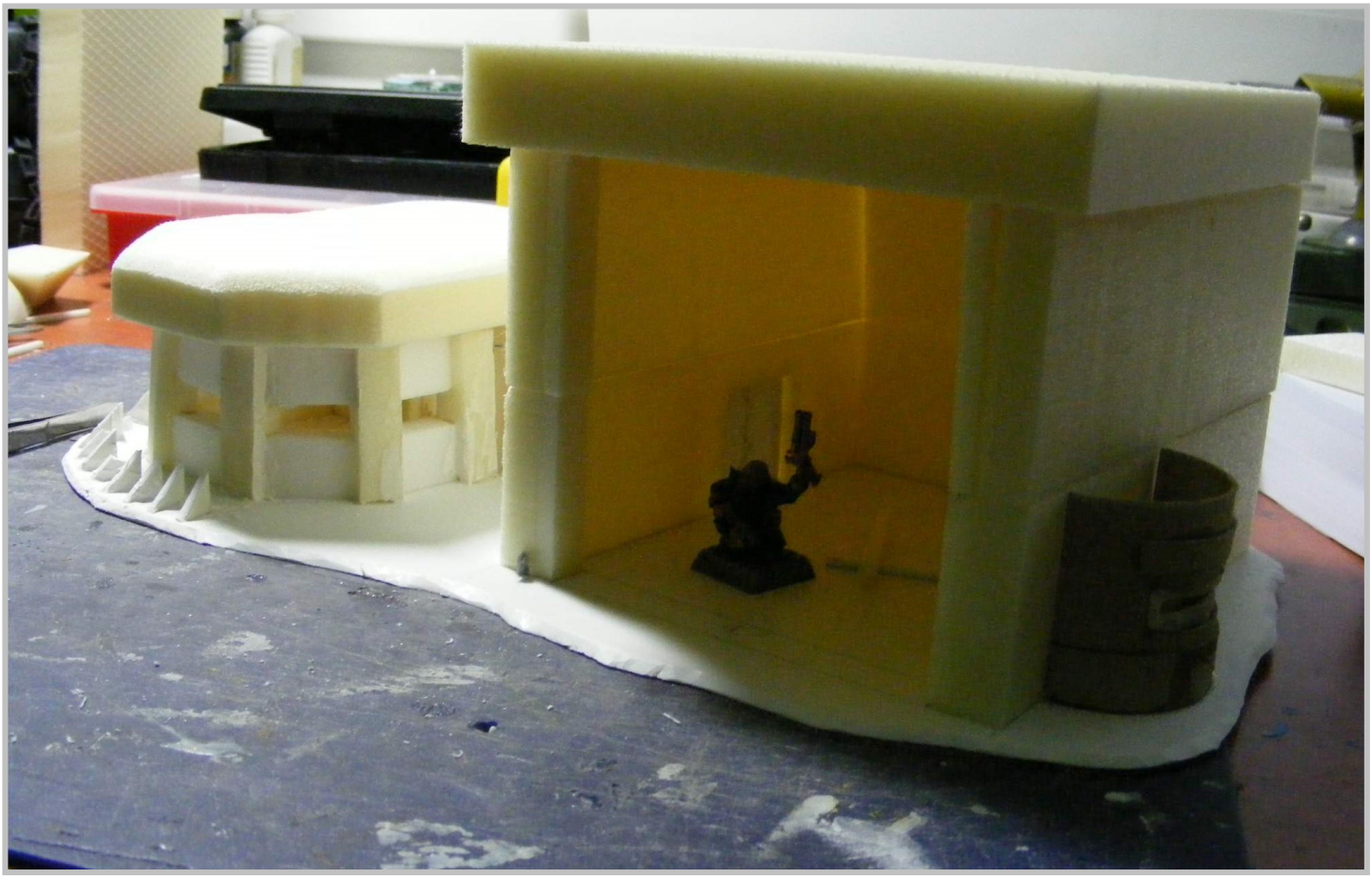


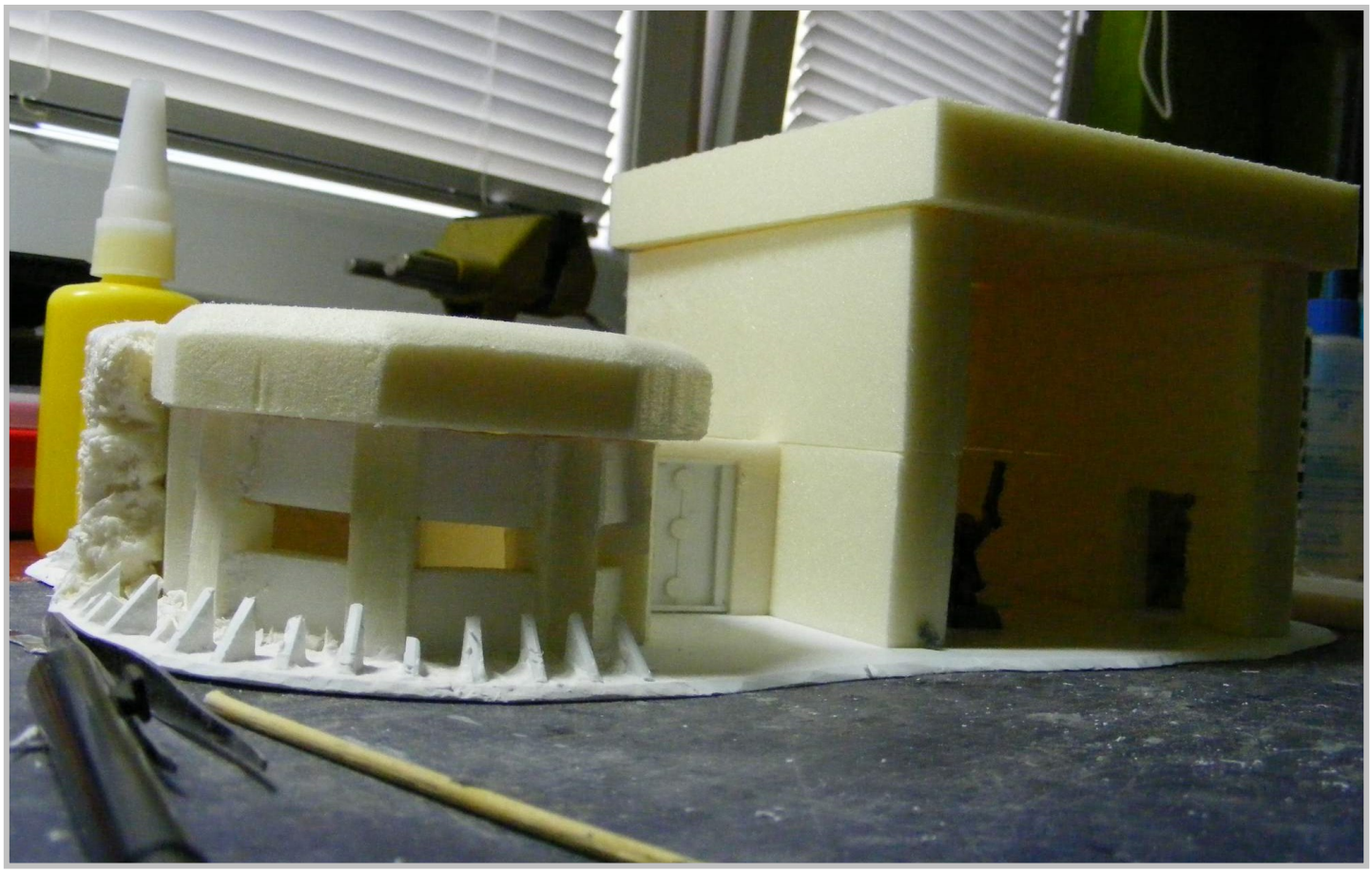


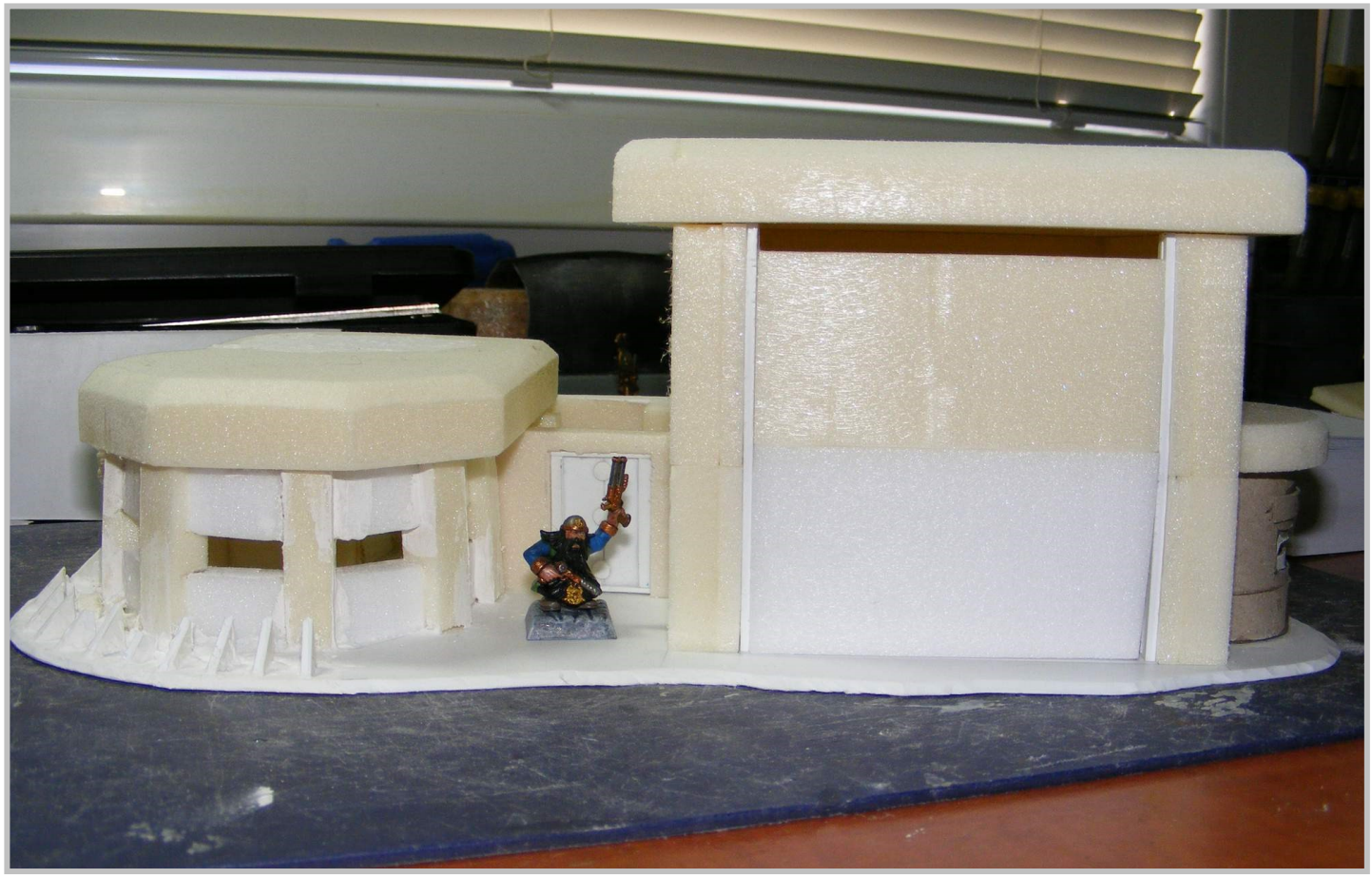


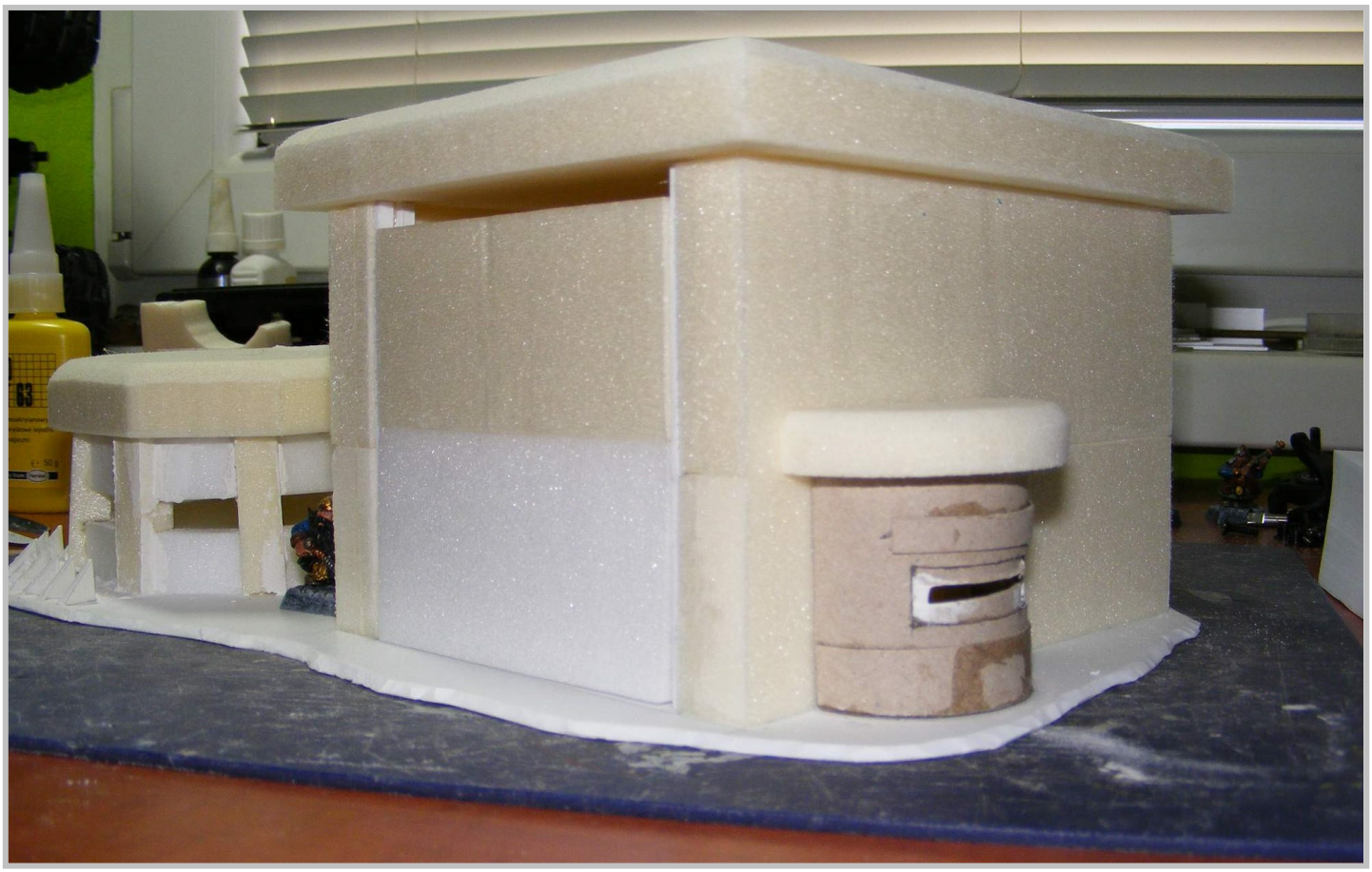


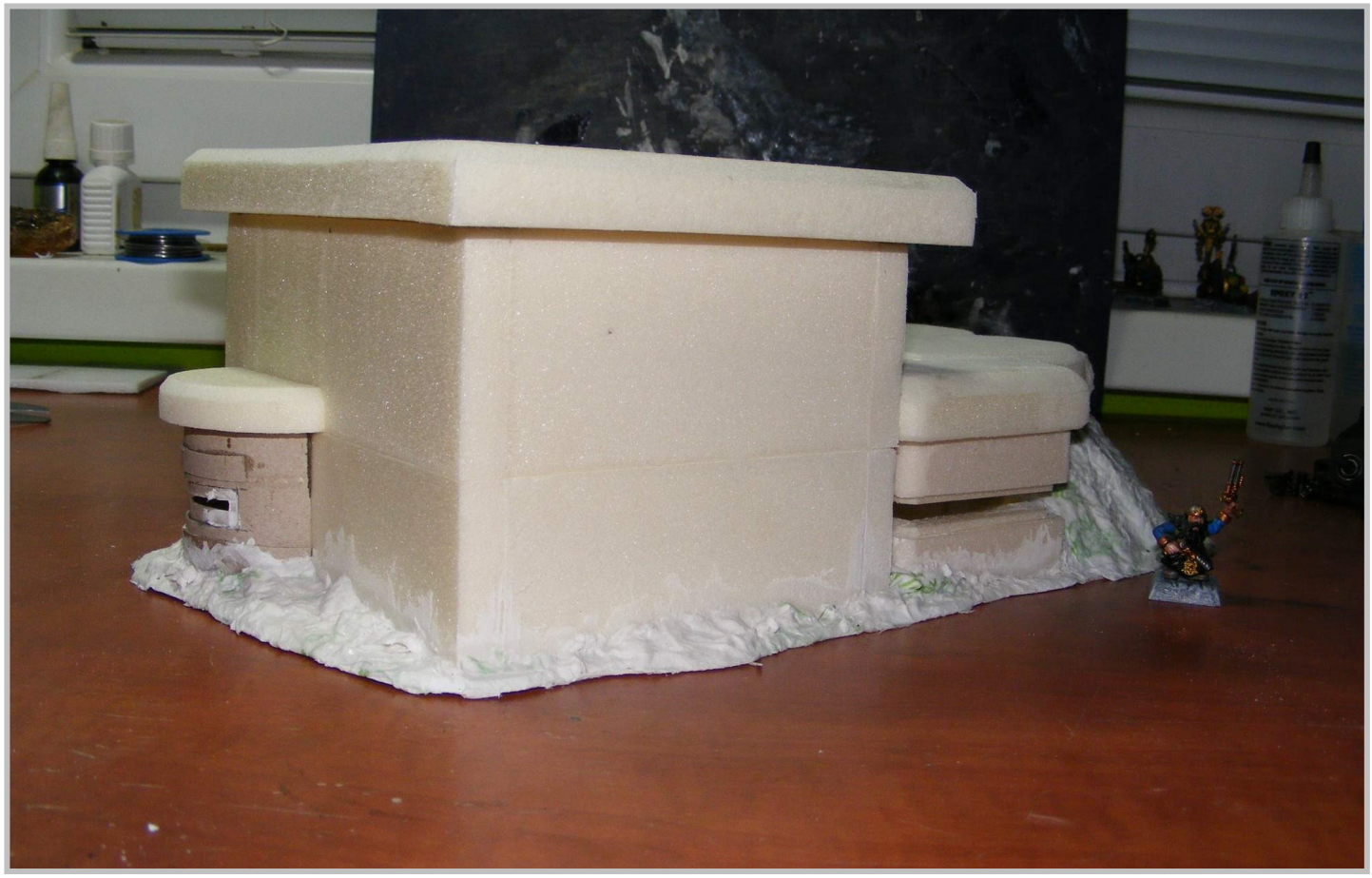


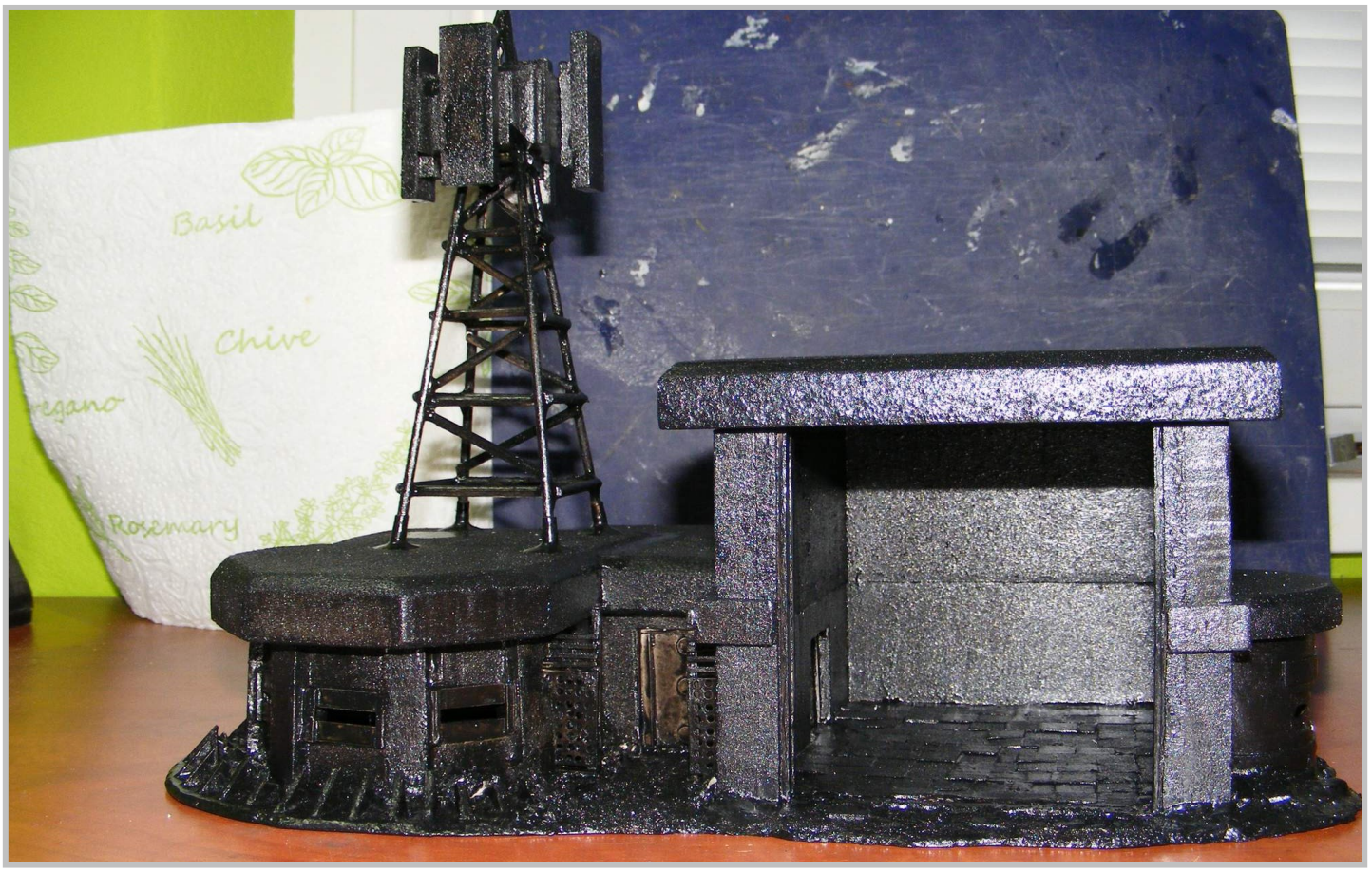








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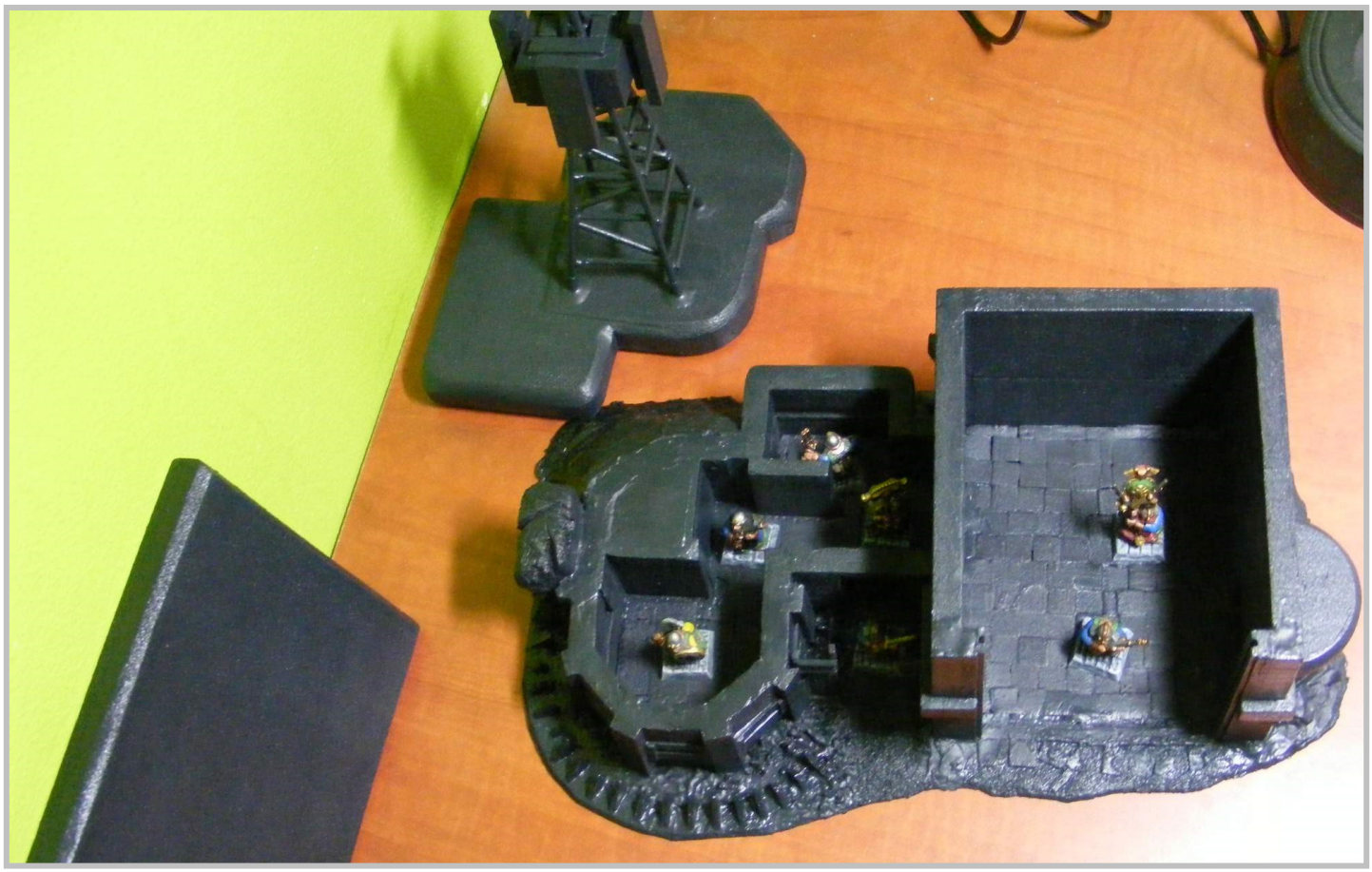

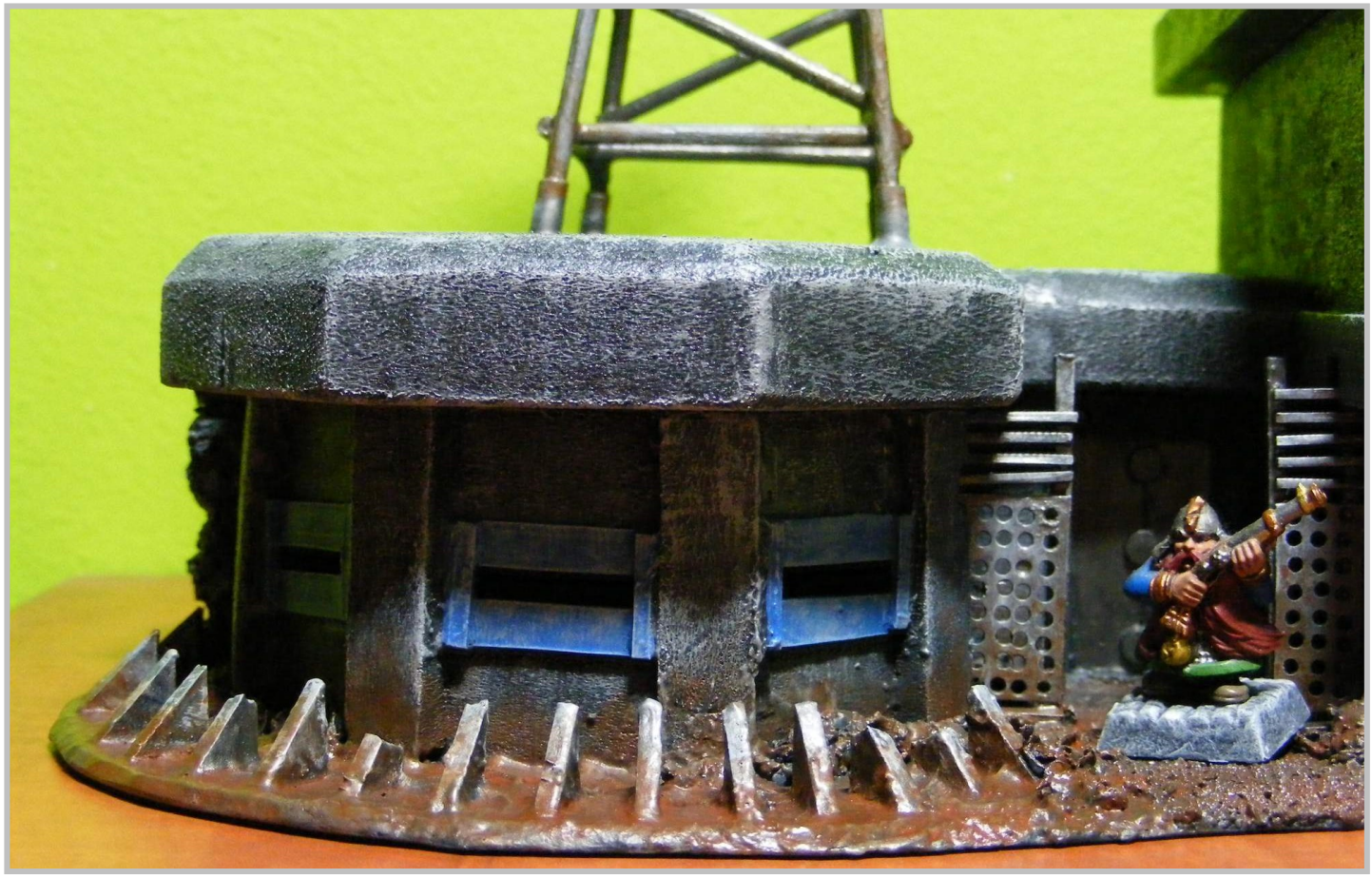

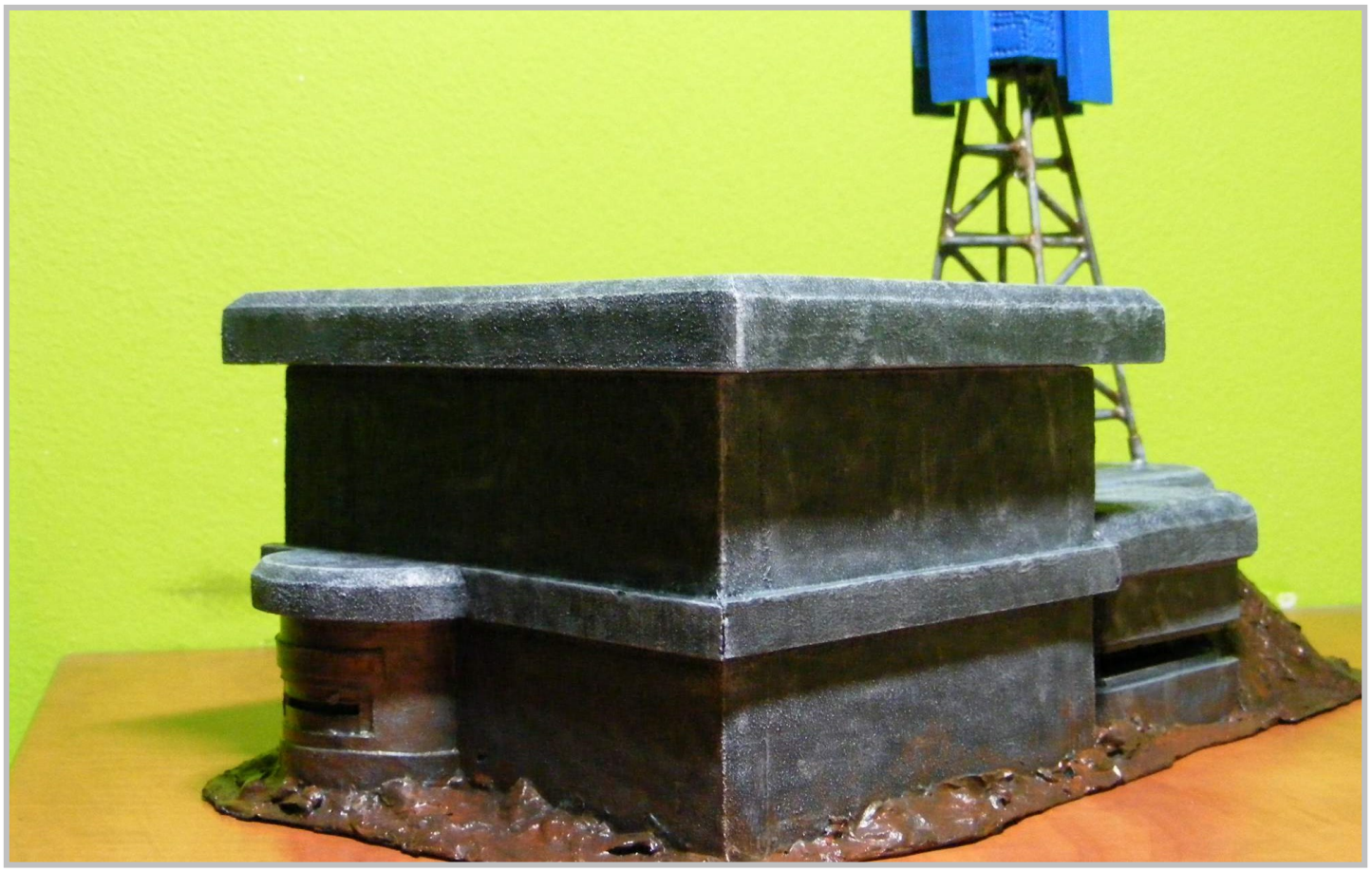

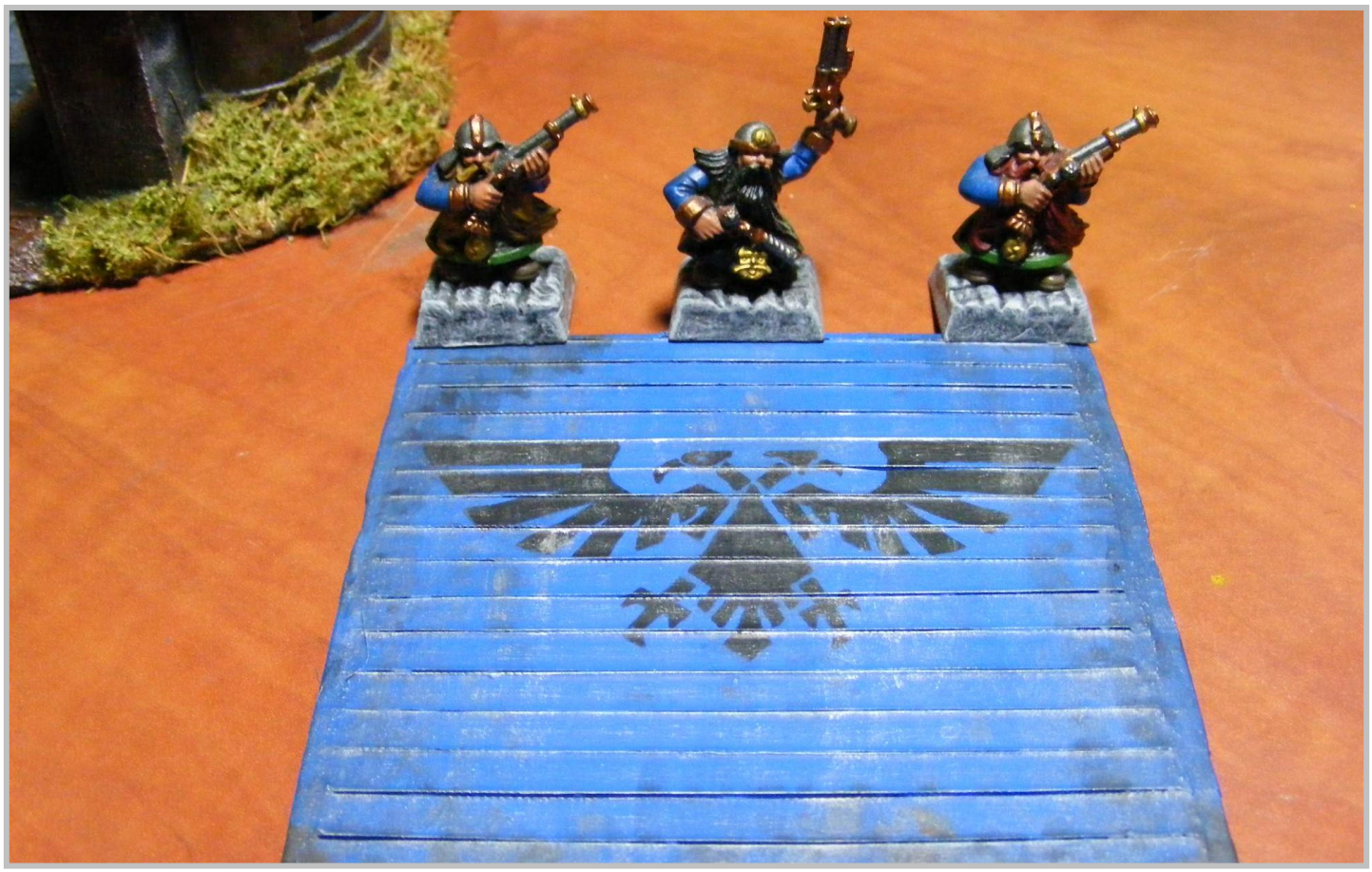

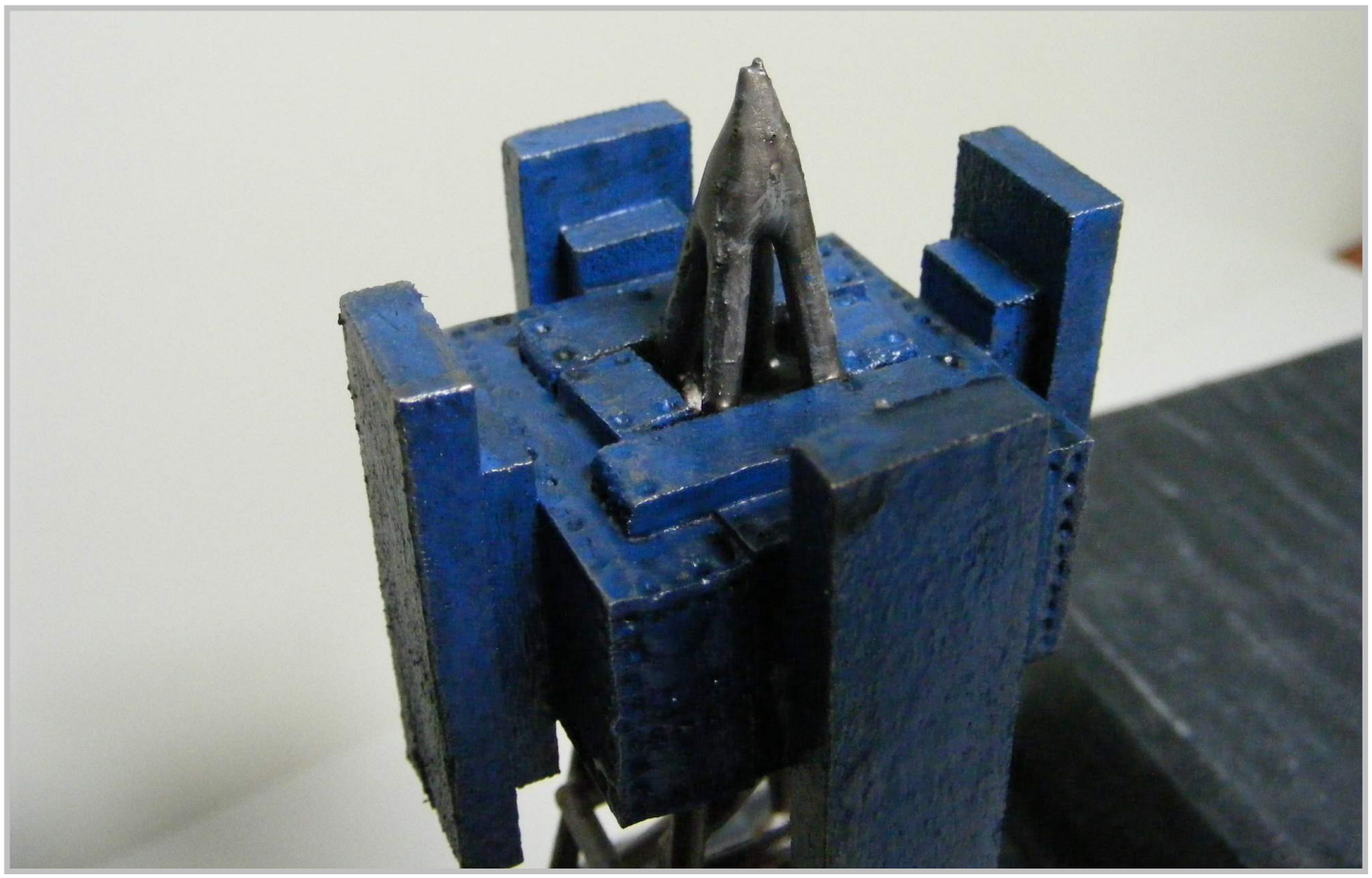

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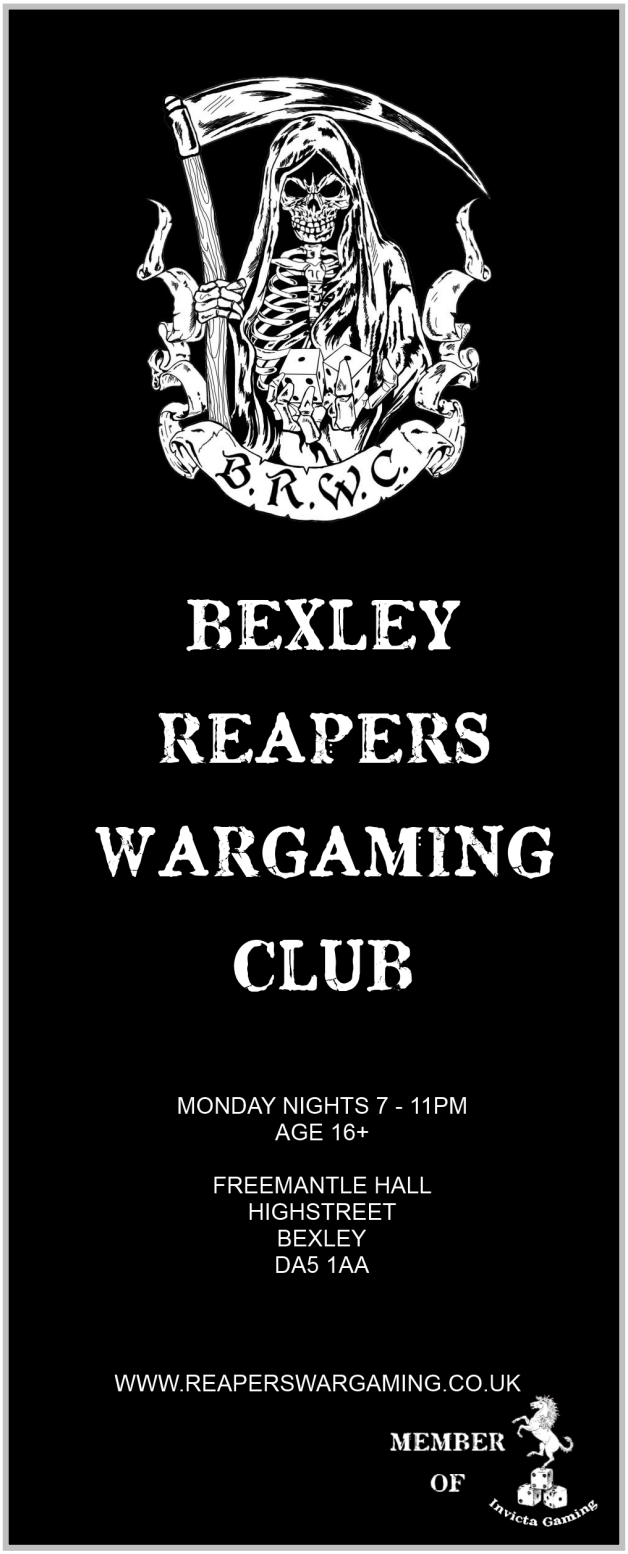

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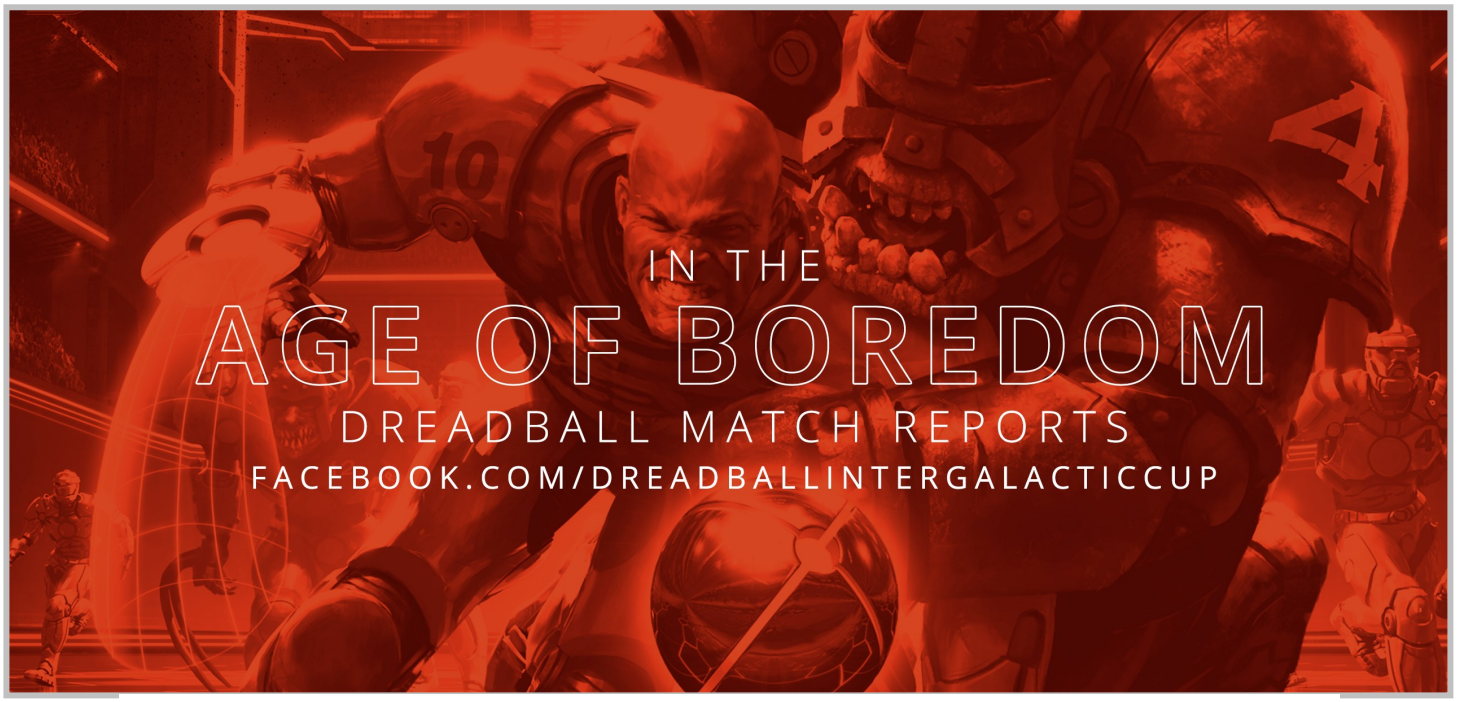

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